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insideYS

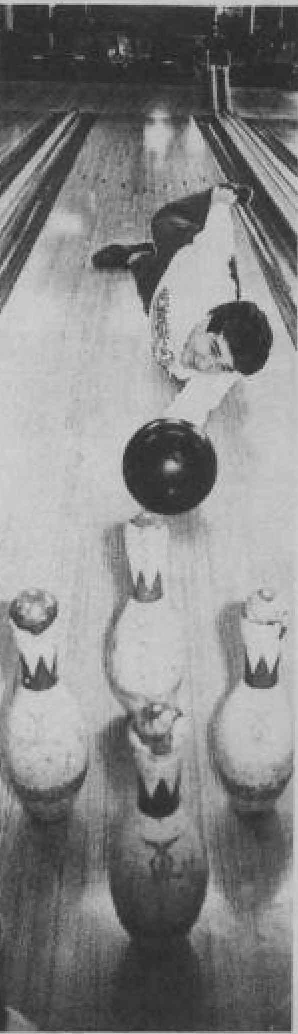
TALK TO US

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***Your Sinclair*, Sportscene Specialist Press Ltd, 14 Rathbone Place, London W1P 1DE.**

Cover Illustration: Graham Thompson

frontlines

IN LOVE AGAIN...



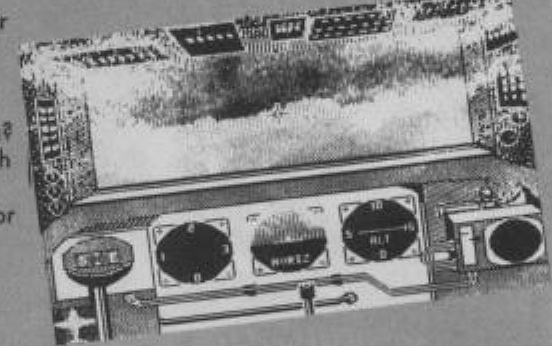
Strike a light! It's Richard Tisdall bowling for the match (ha ha) in US Gold's new game *10th Frame* — a ripping new ten pin bowling sim that's previewed in this issue. What a Richard, eh?

"Across the skies, above wartorn Britain, those daring young men in their flying machines buzz overhead..."

Brrrrrrrrrrrrrrrrrr.

"Where are they going? Who can say, but we wish them well..."

Ever had a penchant for flying around in a Mosquito Bomber? Cor, yeah! Ack-ack-ack-ack! Cold steel for Johnny Boche. Bandits at twelve o'clock! (What? It's only half past ten!)



Ace Of Aces is the new fighter bomber simulation from US Gold, out now on the Spectrum, price £8.99.

Chocks away, Ginger!

NEVER VANTED TO...

Not only is *Sigma 7* one of the fabbiest arcade games this century, not only is it only £7.95, but if you send off the coupon in it to Durell, you'll get a *free* Durell game of your choice! If you buy *Saboteur II* AND *Sigma 7*, and send off two coupons, you can get a *free* Big 4 Compilation, containing *Turbo Esprit*, *Saboteur*, *Critical Mass* and *Combat Lynx*!

I think you know what to do.





This month's Frontlines award for the Daftest Looking Joystick goes to Britannia Software for its Phasor One ("Lock on photon torpedoes, Mr Chekov"). As well as blowing away Klingons, it's apparently well known for its "unique pistol-grip shape" (haven't you seen the Konix Speedking, boys?) and will retail for £12.95. Opening hailing frequencies, Captain...



My aunt's a biscuit, 'cos she's in a ... ha ha! And so has Rotronics, ... it ... year. If you've been wondering where ... wafas, or where to get your ... drive ... got good news for you. A ... distrib... Marketing, bid for Rotronics' ...s, te... spares, and bought the lot.

You can now get 16K wafas £1.... handmade 48 and 64K ones in tw... USA), and the drives themselves at a ... £49.95 (£39.95 without wordprocessor...

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Drink to me only with thine eyes,
Mine's a pint of Guinness!

Come live with me and be my love
'Cos you can do the washing up!

Romeo, Romeo, wherefor art
thou Romeo?
"I'm in the loo, go away!"

If music be the food of love
You're a Big Mac

All you need is glove...

The Joy Of Sox

♥





Flippin' eck Tucker!

Hollo, Gonch, and Imelda are to star in Quicksilva's arcade adventure, *After Hours*, based on the Grange Hill novel of the same name. Hollo's walkman has been confiscated, and he's persuaded Gonch to help him break into school after hours to get it back. All is peachy, until the caretaker hears them clumping about...

Grange Hill is out of school at the end of February.

Trainspotters Through History

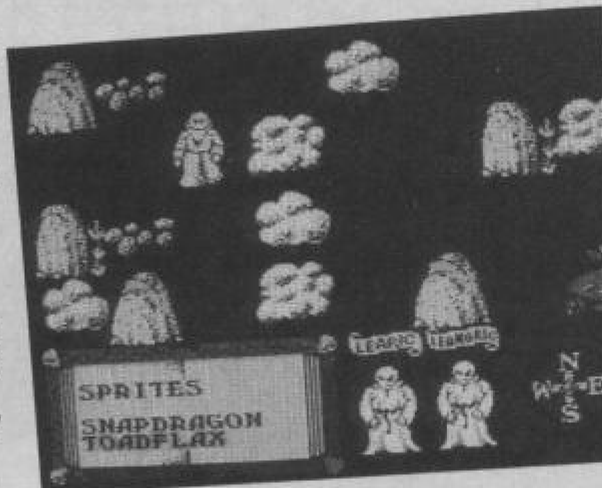
First in a series. In conversation with the world's greatest ever trainspotters.



1: Ian McGaskill

"Hello. Here's the outlook for the next couple of minutes on your telly. Well, we're looking at outbreaks of breathlessness, with a warm front of outrageous enthusiasm to the southwest. A slightly faded Scottish accent in the north, with scattered hand movements right across the map. Tomorrow you can look forward to more of the same, but with a lighter sprinkling of hand movements, Jim Bacon in the east, Michael Fish in London and egg on toast in the morning."

After MAD (a potty name for a software label if you ask us), Mastertronic is launching yet another label for its worthy cheapies, Bulldog (Best Of British). According to Frank Herman, chairman of Mastertronic, the new label will be "Bulldog by name, Bulldog by nature", so expect its games to bite you in the ankles at every opportunity. First off the blocks is *Feud*, an arcade/adventure featuring two feuding wizards who rush around collecting spells to zap each other with. Looks a ripper, especially at £1.99!



Um Bongo Kia Ora Cocacabana Bananarama... eek eek eek! More jungle talk from Cheetah Marketing, who's launched another set of voices for its SpecDrum digital drum system. The *Afro Kit* (with Kit Editor) has eight new voices for less than a fiver — Trunk, Buash, Hi Conga, Lo Conga, Clave, Coconut, Guiro and Whistle. Sounds more like a shipping forecast than a music utility ("High winds force 7 in Trunk, Rockall and Coconut. Force 6 in Guiro, Egbert and Trouserpress" etc etc), but it'll sure make you sound like Fela Kuti, or possibly not.







...never having to say
Your Sinclair

MONTY MOLE COMPO



WHAT AM I TO DO?

Before Monty Mole went underground, he sent us six sets of five tastefully framed limited edition pictures of himself. (Egomaniac!) Each shows our furry friend cavorting around Europe having mounds of fun. If you'd like to get your paws on a set, answer this simple question:

Are moles blind or deaf?

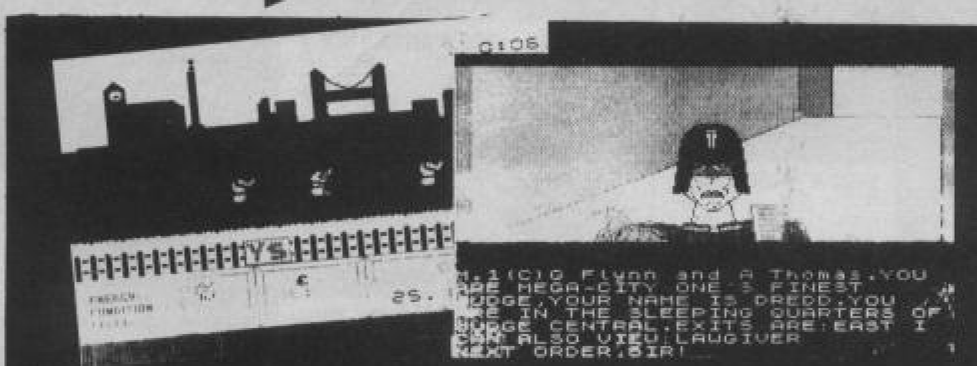
Send your winning entries on the back of a postcard to: I Am A Mole And I Live In A Hole So Here's My Answer (Nyah nyah) Compo, *Your Sinclair*, 14 Rathbone Place, London, W1P 1DE.

I CAN'T 'ELP EET...

1 You gather your weapons, your katana (longsword) and wakizashi (shortsword), your battle armour and provisions. The guards salute you as you leave the main gate of Konichi. Do you take the north route through the mystical city of Spang, where 9ft tall Samurai warriors rule with a rod of iron (turn to 21) or do you go home and have a cup of tea (turn to 34)?

21 You journey on through the lands of Ichibum, passing the Forest of Shadows, the Band'iilegs Mountains and the Valley of Imminent Doth. Then suddenly, by an inn, you are confronted by the evil magician Daniels, who begins to cast spells on you shouting the profane curse "Notalot". Do you battle with the bewigged conjuror (turn to 134) or do you nip into the pub for a swift half (turn to 65)?

(Continued in US Gold's new Speccy version of Steve Jackson and Ian Livingstone's Sword Of The Samurai, *coming soon...)*



Never let it be said that we don't try to give you the very *best*, I say, *best* value for money. So that you get the very very best from Digi'T'ape, from now on the service will be offered bi-monthly! (See the Digi'T'ape ad next issue.) That means you'll get the usual Program Power programs, plus any Utilities from the Cookbook, but you get twice as much!

This month we've got the fabulous *Check Mate*, our Program Power winner, and two (count 'em, two!) extra programs that were too big to print, but too good to waste. *Marathon Runner* by Mike Teall, and the amazing *Judge Dredd Graphic Adventure Game* by G Flynn. Drok! Plus there'll be all next month's programs, too!

How can you refuse?



e's b a wafa so long! Ha
s, si it went down last
ring ere to get blank
r Wa rive serviced, we've
wafa tributer, Capri
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Inevitable, really, that leading duck Howard T is a YS reader. He'd have to be quackers not to be. Thanks for this fine illustration by Khalid Jamil of Dollis Hill...

Here's the beardie who walked off with a solid gold version of everybody's least fave board game at Domark's recent Trivial Pursuit Golden Challenge. Only Tony Cook (pictured here with some chap from the BBC and two men in suits) was sufficiently well equipped with trivial information (ie he'd learnt all the answers) to walk away with the first prize. And what a first prize! Made from three colours of gold (gold, very gold and even more gold?) and engraved, the set is "completely unique" (rather than just a bit unique?) and probably worth a bomb. So why didn't we get to win it? (*Because you're all thick! Ed.*)



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FUTURE SHOCKS

SIGMA 7

Hey, guys. Is this like the *Magnificent Seven*? You know, where these seven blokes get together and the village needs protecting . . . and . . . pardon? It's not anything like it? Oh!

Still, what a corker! Not the movie, the new game from Durell, due out soon. *Sigma 7* is a shoot 'em up strategy game, with a lot of good stuff going for it, and it's making the long journey from the Commie 64 (boo, hiss) to the Speccy.

It's a space based epic, with a lot of new twists on old ideas, plus a whole cargo hold full of new ones! You play the part of a space pilot, embarking (up the wrong tree?) on a mission against the evil Sigma Empire. They've built seven great flying war factories, which are creating the Invasion Force as they fly towards Earth. You must penetrate the factories' defence forces, and destroy all seven of them. Starting with the easiest one, 'cos you might be a good pilot but you're not *that* good! Heh heh.

Each factory assault comes in three stages. In the first stage, you must set off from your base, and fly towards the factory through it's airborne space mine defences, destroying them as you go. The distance to the factory/space station increases each time, as do the number of mines you have to nuke before you can reach the factory complex, so you'd better get that trigger finger limbered up, pronto!

The next stage comes as you enter the factory. You have to nip around the maze of tracks, picking up the markers as you go, until you've cleared all the pathways. There are robot mines to be blasted, and secret codes to be found.

The final phase is yet another assault, only this time using the muscle between your ears, rather than the one controlling your trigger finger! Using your quick reflexes and photographic memory (say cheeeeeese!), you must remember and set the code you found in the factory on the control unit of the factory space station. Woah! It's funny how a bit of pressure on you means your short term memory goes to pieces!

This game looks brilliant. The shoot 'em up section in the first phase loosens you up and gives you a thirst for Sigma blood. Then the second phase in the factory gets your brain and body working in unison, and keeps you shooting, though most of this part is where you manoeuvre, and quickly! Finally the last section tests your ability to work under pressure. You get to use all your faculties in an exciting and fast game, and because what you're doing varies from segment to segment, there's no time to get bored.

Graphically it's an impressive piece of work, with great attention being paid to explosions and laser beams. The word 'shoot' in shoot 'em up can sometimes get overlooked. If you're playing a game where you're supposed to be shooting things, that's the most satisfying part of it all, right? So Durell has put in nice big colourful effects, to keep that trigger pumping! Hah ha!

The game sounds pretty good, too. So few companies really use the poor old BEEP these days, but it's quite versatile if you give it a chance. The sound of the *Sigma 7* screen going up and down is like scraping metal. Brrrrr. Horrible sound, but v. effective. The music is first class, best listened to through headphones I think, but put it out via your tapedeck, just to boost the signal a smidgin. It always amazes me how they can make three channel music sound so listenable on one channel, but make it they do!

Although we only saw a working version of the middle factory section, there was enough on the screen to convince me . . . this one will be a Megagame!

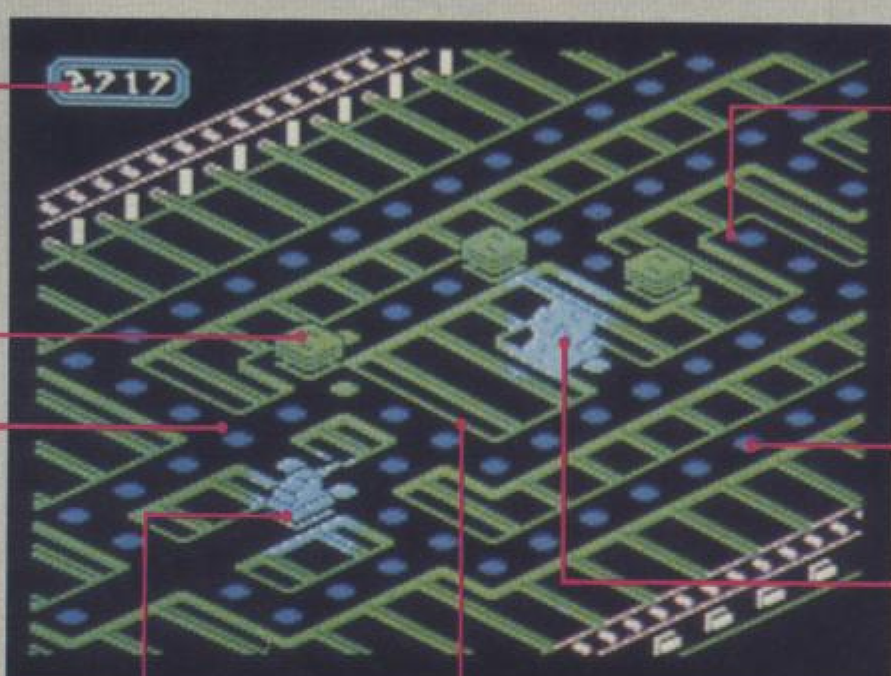
FAX BOX
Game .... Sigma 7
Publisher .... Durell
Price £7.95
Release Date .... February 26th

TANKS FOR THE MEMORY

Having blasted your way, Luke Skywalker style, through the outer defences, you enter the giant factory space station . . .

Keep a weather eye out for your timer, 'cos you've only got so long to collect all the marker tokens. If the timer flashes white you can go on to the next section.

Watch out for the ends of these paths. Mines materialise here, and do so at irregular intervals. If you must pick up the markers in here, don't hang about.



You might think that these mines move pretty fast, but if you really put a spurt on you can outrun them any day of the week. Turn quick and you can zap 'em before they catch up.

You only have to collect a certain percentage of markers on any level. When you've got enough the timer will tell you. The number of markers you have to get increases on each level, though.

In this first intersection you can usually find the first reference to the code you'll need on the final phase. If you forget it, don't fret — there's another copy of it further up.

When you land in the factory, you decamp (get you!) into a little tank. This will help you shoot around the pathways to clear all the markers and find the code shapes.

You can't shoot through walls if you're pressed up against them in a passage for example, though you can shoot through them if they're at the end of a passage. It just needs a little run up, that's all!

Lots of trouble has been taken over the laser zaps and explosions, breaking the rules about what you can or can't do on the Speccy. Attributes? What problem?


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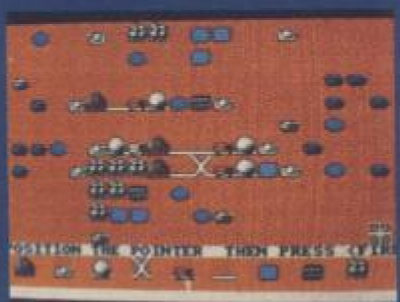
sinclair

FUTURE SHOCKS

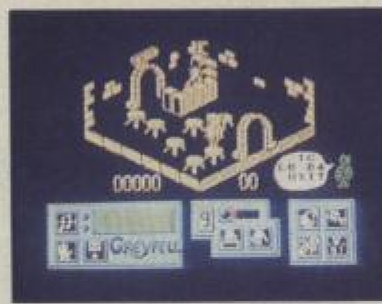
PRESIDENT

'Okay, Ed, yo want I should press the button now? Where is it? What's that Nancy? It's under your copy of the new game from Addictive that's named after me? What, Ronnie the Computer Game? Oh, President. I see, yeah. A shoot 'em up, right? No? It a strategy game, with lots of economic problems, and health and food policies to sort out?

"What's that got to do with being President?"



Greyfell

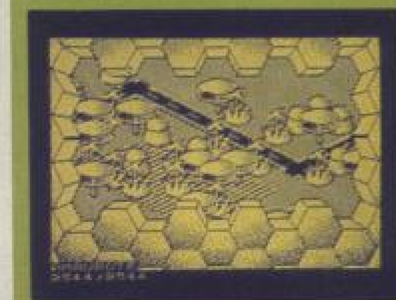


Get an eyefull of *Greyfell*, the first full-price release from a new software house called Starlight Software. S'funny, I thought Starlight was a thing where people hare around with wheels on their feet! (*That's* Starlight Express, *dummy! Ed.*)

Could this be the Ultimate in arcade adventures? Ha ha ha. Sorry, couldn't resist that. *Greyfell* tells the story of Norman the Wise (Hahaha Mr Grimsdale!) a "humble cat with no ambition" it says 'ere. After a night drinking the old falling over water he decides to go on a quest to the ancient land of Greyfell . . . well, I s'pose it's second best to painting the inside of a cab with chicken korma. There's only one question.

Why?

AMAUROTE



Brrr. You remember that spooky film *Them*? Cor! Those big ants that ate New York, scuttling around in the sewers . . . Eur, yuk! Bugs? We hate 'em!

If there weren't enough bugs in *Ant Attack* for you, there'll be ample in the futuristic city of Amaurote. It turns out that the Biocrete the city was built from was a very tasty food for bugs. Not only that but eating the stuff made them big and huge and nasty . . .

Mastertronic is responsible for this and it's due out in March at £2.99. We told them to use breeze blocks, but did they listen . . .?

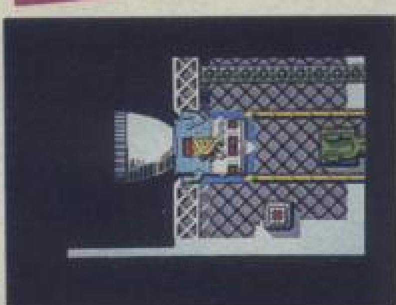
KNUCKLEBUSTERS

What's got big sprites charging around biffing each other, platforms, barrels of oil, and lots of beer? No, not *Dallas*, you twerp, *Knucklebusters* from Melbourne House, that's what. It'll be out in March at a knucklebustin' £8.95. Where does the beer come in? Just wishful thinking actually. It's not in the game at all.

Pity, really!



SHADOW SKIMMER



Fighter pilots with no-one to fight are often sad and haggard creatures. Such a figure is Mike Shadow (why aren't these heroes ever called something normal like Ron Noggis?) Since the Galactic Empire finally snuffed out the last of its alien enemies, he's sat aboard his megafreighter twiddling his thumbs. But then, while out in his fighter craft on a routine patrol (why do things always happen when you're on a routine patrol?) a meteorite smashes up the defence computer and all the ship's automatic defences are trained on his harmless little fighter. Yeah, it's an outer space shoot 'em up! *Shadow Skimmer* is The Edge's contender in the zapping stakes, and although it doesn't scroll, it boasts some whizzy graphics and 200 screens of superfast violence. Ron Noggis and *Shadow Skimmer* will be blasting onto your Spectrum sometime in February, at a price of £7.95.

TERROR OF THE DEEP

Aliens in Loch Ness! Even the monster is threutened! Only you can save the world in your custom-made bathysphere. And thank goodness you did — this all took place in the nineteenth century! The craft's designer, an aged and eccentric Scottish engineer, died in mysterious circumstances, and now it's up to you to descend into the icy depths and blast the invading forces. And a fearsome bunch they are too. Strange pods suspended in the water, glowing before they hatch . . . spores fusing to form ever more powerful beings . . . evil crystals concealing hideous monsters. And your only ally a huge shadowy creature . . . could it be Nessie? *Terror Of The Deep* is on its way from Mirrorsoft at £7.95. It'll sure raise more than your sporran!



THE INHERITANCE



Hey, babe, you been to Vegas? The chicks got legs up to their shoulders, the guys got shoulder holsters down to their legs. But now's your chance, sucker, to play the tables at the gambling capital of the world. And who knows, you might actually win. If you get there. First you've got to lose your creditors, who're comin' for your skin. Then there's the flight to catch. Finally there's Las Vegas itself, where the chips are down 'cos you've got to win $1 million on the gaming tables in one night! That's the main stipulation of your rich and wacky aunt's will in *The Inheritance*, a three-part multiload adventure on its way from Infogrames. But where there's a will, there's a way. Once you've got through the initial stages and reached the city of vice and nawtyness, you can bet your all on the fruit machines, boule and of course craps (hem hem). Then you've only got to win a million to win the game! It's in the shops now and it won't cost you a million! £9.95 would be nearer the mark!

FUTURE SHOCKS

Inspector Gadget

Boing! Clank! Vwooop! Twang! It's that robotic detective, that singular silver sleuth, the man who makes Hex Loader look like a wind up toy. Yes, it had to happen, and it's just as well that it has, 'cos we were just going to start a rumour that it was about to. (Huh?)

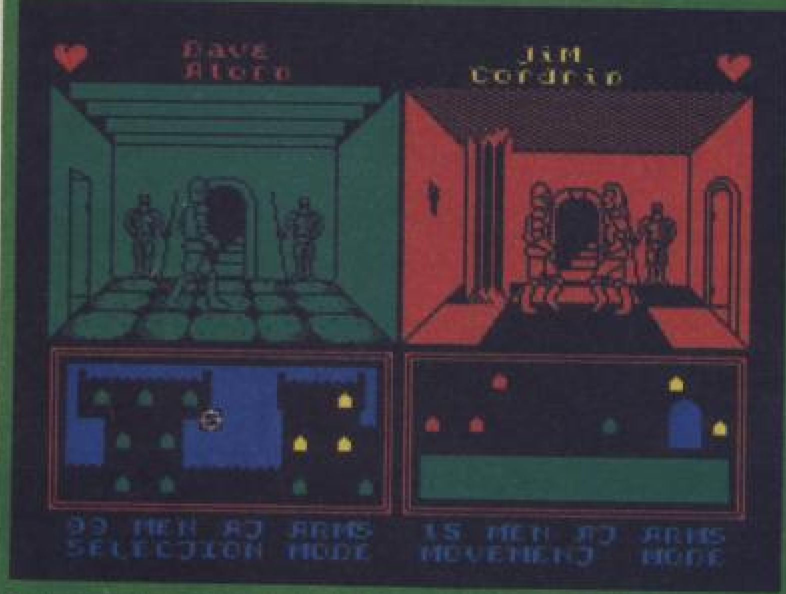
You've seen the cartoon series, worn the T-shirt, eaten the stew and now you can play the game, 'cos Melbourne House (G'day) has made a game for the man of a 1000 gadgets, called *Circus Of Fear.*

Inspector Gadget is out to foil the agents of MAD, as they take over the circus. All your favourite gadgets are there; Gadget 'copter, Gadget skates, Gadget elastic legs, Gadget hammer . . .

Get yer gadgets out!



THRONE Of Fire



Sounds painful. Oooo. Actually, it's a new game from . . . yep, Melbourne House! It's a multi player combat game, with you, a mate and a third computerised player (or one real player and two simulated ones!) all playing *simultaneously.* Cor flip zowie!

The game enacts the power struggle between three princes, all brothers, for the Throne Of Fire. The scenario takes place on the rim of a smouldering volcano, and unlike a lot of strategy games, the sprites are big animated characters, with quite a bit of movement to 'em.

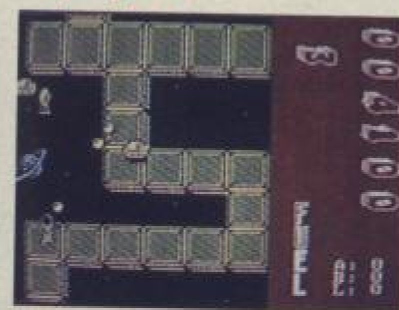
Throne Of Fire by the amazing Mike Singleton will be in the hot seat in April, and at £8.95 it won't burn a hole in your pocket.

TRAP

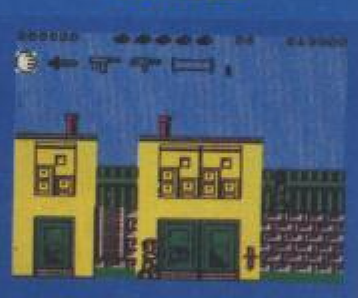
Known the world over (in Sheffield anyway) as the thinking man's shoot'em up, *Trap,* by Alligata, will be scrolling onto your screens from Feb 18th costing £7.95.

It features a natty scrolling background, orbs to collect, user selectable spaceships, and two level/ten wave alien bombardments. If you're not fast on the trigger when you go in, you will be when you get out.

If you get out!

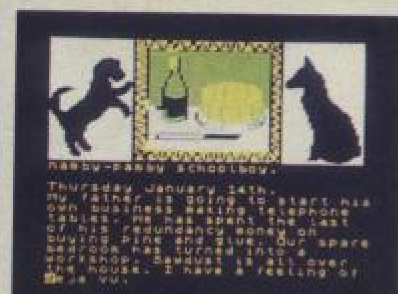


BAZOOKA BILL



Smash! Kerboom! Splat! Yes, it's Bazooka Bill, one-man killing machine and all-round psychotic nutter. He's a man with a mission, mainly because the US Army has just given him one. General MacArthur has been kidnapped by woolly rebels from some pinko island in the Pacific, which is odd because he died in 1964. Nevertheless Bazooka Bill has been hired to rescue him and presumably to waste as many gooks as possible. That should be loads — ol' BB is the sort of man who defeats rebel gun emplacements with no more than his bare fists and a strawberry yogurt. Unfortunately the Army has provided him with absolutely zero weapons, and the rebels have rather more than the odd strawberry yogurt. *Bazooka Bill* is Melbourne House's all-action newie and it's £7.95. Eat lead, Johnny Pinko!

The Growing Pains Of Adrian Mole.

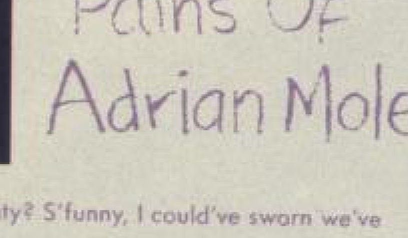


Hasn't he got a brother called Monty? S'funny, I could've sworn we've heard that before . . .

The sickening Adrian Mole embarks on another wedge of interesting adventures, I'm sure. The bespectacled pimple on legs is at the heart of another Virgin/Level 9 adventure game, and who are we to say that it won't be a hit.

Yep! It will be, and it'll be out at the beginning of February, priced £9.95.

LOCO



Drive yourself *Loco* . . . I mean, drive your own loco to doom and destruction, with the new £2.99'er from Alligata. Based on a game that's been steaming'em up on the C64 (ptui!) for some time now, the Speccy version looks like it's on the right tracks and heading towards a hot hit.

Stoke up your loco and race the tracks, pursued by planes, tracked by trains and bombed by balloons, 'till you reach the end of the line.

Woo-woooooo! Take it away Casey . . . but hold the dill!

ICON GRAPHIX 128

What's on the menu? There are two extra menus on the new *Icon Graphix 128* from Audiogenic. There are lots more tasty effects to choose from, including negative image, horizontal and vertical flip, ten new character fonts, a trace function, and, most excitingly, a cut'n'paste option. The whole shebang's out now, at the measly price of £12.95.




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LETTERS

EVERY ONE A WINNER!

WRITE TO T'ZER, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

This month's top three Hit List *games for the star letter. All letters win a* YS *badge*

Well, stone the crows, chalk my cue and raise my rent. He's finally popped his clogs, he's ceased to be, he is no more, he is in fact an Ex Editor (*A Managing Editor* actually! *Man Ed*). Yep, the Ex Ed has penned his last and now I shall be putting my ha'pennyworth in. Anybody found sending in ludicrous, wacky or just downright stupid letters is very likely to end up with a *YS* badge. So now you know! (Agony letters won't be answered in confidence.)

GOING FOR A SONG

Hi there! Whilst sitting on the great think tank last night — trousers round ankles and reading YS — a little ditty came to mind (cue witty comments). As yet there are no lyrics but here's the basic tune to be going on with:

Do dum dum dooo,
diddly diddly diddly do
boom diddly dum do,
dum dum dum (big build up)
Doooodoooo

Hope you all enjoy it, I was humming it all night!

Pete Shields
Middleton, Manchester

You don't fool me, I've heard that one before. It was the 1973 Swiss entry to the Eurovision Song Contest called Boom Diddly Dum Do, sung by Field Marshal Walter von Kloset und die Ballcocks. Incidentally it scored nul pwoints, easily beating the Norwegian entry, and reached number 1,065 in the Paraguayan charts. **Trivial T'zer**

IN THE NAVEL

I am not in the habit of communicating with journals, such as that you purport to 'edit' but I have been stirred from my inertia by a disgusting piece of sensationalism in your September issue entitled 'YS Bubble Gum Cards'. This described (totally erroneously I might add), the structure and function of 'belly-button fluff'. As president and founder member of the Royal Society for Research into Fibrous Navel Detritus (or FND as we call it), I feel most strongly that I must take you to task. Latest research has shown that FND is in fact the nesting material of the largely unknown submicroscopic lesser navel dormouse (*Rattus umbilicus*). Incidentally, I believe I am entitled to one of those 'trainspotter' thingummies for being, I believe, the only person alive able to recognise the tummy hole shown as belonging to none other than the luscious, lascivious Teresa Maughan.

Terry the Terror
Bradford, West Yorks

Hah! Well spotted, TT, the picture is in fact one of T'zer's rock cakes, doing a startlingly lifelike impression of Gwyn's disgraceful belly. As a founder member of Button Fiddlers Anonymous, I feel I must point out two flaws in your treatise on FND.
1) The existence of the Rattus umbilicus has been proven to be an old wives tail, sorry, tale, by Prof Heinrich Von Naughtypicken in his best selling book Nicht Fingerpoken Und Fluffen Proben! A fine work! The weaving tips are particularly useful. 2) How on earth do you know what T'zer's Button looks like, hmm? **Phil.** *Just a short excerpt from Phil South's new blockbusting novel, How To Look A Complete Pillock In Only Ten Days. And no, you don't get a trainspotter award.* **T'zer**

RAUNCHY RACHAEL

In reference to Gwyn's 'relationship' with that most gorgeous, sexy, shapely, raunchy and luscious of reviewers, namely Rachael Smith, I have only two things to say. **1.** Gwyn, you lucky bar steward! and **2.** Gwyn, you lucky bar steward!

Phantom Sweater
Middleton, Manchester

What's that you say? Gwyn a lucky bar steward? So he's been moonlighting has he? And not only that — he's been doing two other jobs as well. What I want to know is how come a reviewer on YS has the experience to serve alcoholic beverages to the public? On second thoughts he's probably had very good training. And where does the luscious Rachael fit in? I s'pose she's a bunny girl in her spare time! **T'zer**

MAY THE FORCE...

Your mag is a hero. (*Heroine purlease! T'zer*). After I'd finished my homework I decided to power up my faithful Speccy for a bit of relaxation and load up *Lightforce*. But, shock, horror, gasp, would you Adam 'n' Eve it, I couldn't get the flippin' thing to load. I sweated away for nearly an hour trying to get the darn thing to load and was just about to give up in despair, when I picked up the July issue of *YS*. And stone me, but the cover just fell off in me hands (honest guv!) I then ripped off a little piece from the corner and wedged it into my recorder to hold the tape still. Hey presto! *Lightforce* loaded with no probs at all. I know your mag has strange effects on people but on Specciees as well? I found the game a bit too easy as I reached 180,000 with five lives left. Still, I'll never forget that t'riffic July issue with its great powers of persuasion. Amazing!

Steve Flynn
Andover, Hants

STAR LETTER

You don't need to tell me about the supernatural effects of Your Sinclair. I fixed my washing machine with the October issue, stopped a burst pipe with the November issue and cooked a three course meal with all the trimmings with the December issue. Not only that, Your Sinclair can cure severe depression, the common cold and constipation. S'amazing! And my name's Alexander Fleming! **T'zer**

DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.



Stone me, this is from Danny Rogge of Belgium!

LETTERS

ISN'T SHE LOVELY

"Wow! Amazing. Cor worra woman!", I thought as I read the January issue of *YS*. No, I wasn't looking at T'zer, I was looking at the picture of Harriet Watson in the *Vox Pop* feature. After I'd pulled myself together I knew what I had to do... Yes, write in to you with an SOS — please can you get me Harriet's address. I know she may be a year or two older than me but I don't care. I'm not a poseur (though I do dress well) and I'm certainly not big headed. So, please Harriet contact me. We could be penpals or something...!
Yours pleadingly,
Paul Johnson
Elstead, Surrey

Penpals eh? I wasn't born yesterday. I know why you want Harriet's address. Well, you're not getting away that easily. I'm going to expose you (Pardon? Phil) for what you really are. You'd do anything just to get your hands on something dark, sweet and gooey in the middle. Yes, you're a Rolo fetishist, you disgusting perv. If you want Harriet's address you'll just have to put an advert in Penpals like any other inhuman being. Now where did I put that giant Mars Bar? **T'zer**

PURLES OF WISDOM

I would just like to point out that I do not possess an anorak, neither do I use Ian McCaskill's specs. I'm sure you're not too interested in Cromptons, Egg-Timers, Rats, Whistlers, Slim Jims, Duffs, Christmas Trees, Peaks, Brushes, Choppers, Syphons and quite a few more.

I think you are confusing the basic differences between gricers, bashers and trainspotters. Please send me the award and I'll say no more.
PW Purle
Ruislip, Middlesex

I should hope you don't use sunny Ian McCaskill's specs. How would he be able to read the weather map and drizzle on about the forecast and make the usual cock-ups if you did? It's snow joke being as blind as a bat, I can tell you. On the subject of Cromptons, Egg-Timers and such like — you're right. I'm not at all interested in a lumberjack's tools, especially his chopper. As for gricers, bashers and trainspotters — there are no basic differences — they're all names for Ian McCaskill. **T'zer**

IT'S GOT BELLS ON

Hey, I'm that 'Noddy' guy from *Small Print* in the January issue. I thought I'd tell you what would improve *YS* slightly. As well as having T'zers why don't you have an Ed's column? And where's our promised crossword? And what about *The Quest For The Holy Grail* maps and tips? I also think the YS T-shirts have too many doodles all over them when they could have just the *YS* logo as a designer label. This I wouldn't be embarrassed to wear.
Andrew 'Nods' Carmichael
Clacks, Scotland
PS Before the Ed does one here's a Noddy joke:
Q. Why do elephants have big ears?
A. 'Cos Noddy can't pay the ransom.

That's a great idea about having an Ed's column and a T'zers column but we do it already 'cos I am the Ed, if you see what I mean. Write to Mike Gerrard and he'll send you tips for The Holy Grail — don't forget to include an sae. I think you've got a problem if you feel embarrassed wearing the superbly designed YS T-shirt with oodles of doodles. Are you sure you're not covering up (His chest? Phil) for some other affliction that you're embarrassed about. You can tell me love. Will you do that for me, will you?
PS You're not getting away with such a noddy joke that easily.
Q. *What's red and blue and goes in, out, in, out?*
A. *Noddy stuck in a revolving door. Boom Boom.* **T'zer**

HUNT THE DICK

Why is it (sob, sob) that a certain person who just so happens to live at 36 Fleetwood Close, who answers to the name of Richard, has never won a compo in his life. I've spent £100's on stamps and envelopes and not one single teensy, weensy little thing has popped through the door saying you've won a compo and here are all your lurvely, lurvely games.

In the Jan '87 issue nobody actually got the *Jack The Nipper Compo* right and I didn't bother to send an entry in 'cos I knew there would be no point (plus I was skint at the time) but I got all the answers right. So now you know why I'm so distraught and sobbing. Any little object would do — like a *YS* badge for printing this heart-shattering letter.
Richard Hunt
Sheerness, Kent

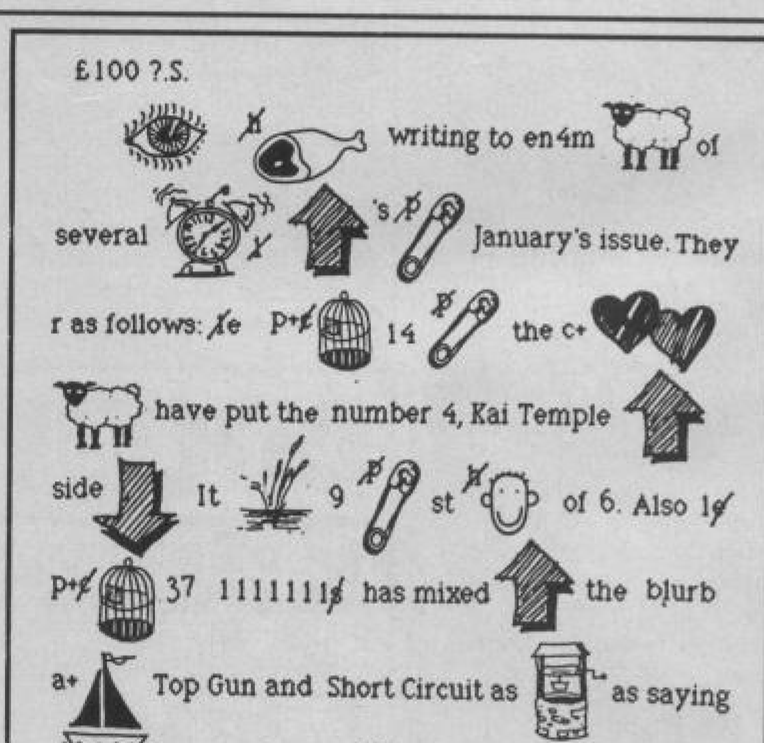
Have you ever thought about looking to see whether there's a hole in your door (called the letterbox)? Perhaps this could be the reason. Alternatively it could just be that you're a complete and utter idiot. I mean fancy not entering a compo just 'cos you think there's no point. Maybe that will teach you a lesson. Still, because I'm feeling rather generous at the moment I'll send you a YS badge. **T'zer**



TRAINSPOTTER AWARD

Hey! What's this? "The Trainspotter's Christmas Box." Why, this is for me! Nice of this Mischa guy to think of me. Now let's see . . . Aha! (*Not Moron, Chum and Maggot again? T'zer*).
"Gently remove centre pages"
Okay (rip). Oops! Now where's the tape? Ah, there it is. You sticky thing you . . . 'ere let go of my finger! There.
"Hold thus"
Wonder what that means.
"Fold along dashed line"
(Fold, fold, fold) So, where've all the instructions gone (Skim, skim).
How stupid to put them inside.
"Cut along top of book"
Call that a book! Now for the scissors. (Snip, snip) Ouch! I knew I should've got an adult to help me. Quick, I need a plaster before my copy of *YS* gets covered in blood.
"Staple or tape spine"
More sticky tape . . . rustle rustle . . . Oh no, I've done it inside out. More rustling. Hey presto! But what's this, the centre page is upside down. (Even more rustling . . .) Now the cover's upside down and hmm . . . scratch . . . scratch, sniff . . . sniff. How very peculiar. (More scratching and sniffing). Nothing happens! Have I been attacked by some rare and strange virus that has left me without my nasal faculties? Or is it that I just can't smell? Anyway, send me a trainspotter award and we'll hear no more about it.
Dennis Lindqvist
Kageröd, Sweden
PS Nice to see you back again Kevin.

I've always said his back is better than his front. **T'zer**



...phizzzzzz...crackle... the trainspotter awards on platforms 3 and 4 will be departing for Mark Thompson, Reading and Dennis Lindqvist, Sweden... fisssshhhh... in approximately twenty seconds.

LETTERS

WHAT A WALLACE

Way back in the good ol' days (*You mean when Barry Manilow was nothing more than a twinkle in his father's eye? T'zer*), when time was dawning and the Spectrum was still young and innocent (well, around 1984 anyway), a young, brave, macho crusader left his humble dwelling on his way to purchase the king of all machines. The most majestic of computers, the one and only (drum roll please) rubber keyboard Speccy. Since that fateful day he has never looked back and has built up a superior armoury of tapes, peripherals and magazines. But alas, the happiness in the kingdom did not last, for that fiendish knight, Sir Clive, overode this young, brave (you get the idea) crusader's power by producing a larger, more awesome machine. The biggest beast in the kingdom — the Sinclair 128K. Despair, gloom and despondency shrouded the land. Until one day the young, brave... (*Get on with it. T'zer*) crusader built up the courage to go on a long and dangerous mission to Ye Olde WH Smith. After many days and nights he reached said place of terror and approached cautiously. He spotted the beast of the land (the 128) and decided then and there he must have it. Lights flashed, the earth moved and he was never the same again, in fact he then lived happily ever after...

Jory 'disappointed' Wallace
Bromley, Kent

So you bought a 128. And?... And?... And?... **T'zer**

DRUNK AND DISORDERED

I hereby claim my trainspotter award for drunkeness, (I blame the Christmas booze-up in the Art Dept.) What am I going on about you may ask and indeed you may. I'm referring to the *Carry On Screening* feature in the Jan issue. First of all *Aliens* is certificate 18. Secondly, the film reviews for *Top Gun* and *Short Circuit* are the wrong way round. Since when has macho (he makes me sick) Tom Cruise been a robot called Number 5? Finally, and last, the certificate for *Big Trouble In Little China* is wrong. It's actually certificate PG. Apart from these minor quibbles, the magazine is brilliant — keep up the good work.

Mark Parker
Uxbridge, Middlesex

Shurely you don't mean ush? Hic! Ish definitely the Art Department's fault. You woushn't find me, hic, doing that short of thing. Sho, you don't get the trainshpotter award. **T'zer**

THAT IS THE ?

Being fairly new to *Your Sinclair*, there are a few things that I would like explained. The first thing concerns the question marks in *Your Sinclair*. Why do they look like a small 's' over a dot (?). Why aren't they proper question marks??? I would also like to know what a Hex Loader is and other such stuff. Why don't you have a beginners corner?

I am also outraged at the person who wrote in saying that the price of *YS* should be rounded up to a pound. Doesn't he realise that for every 19 *YS*'s he could use all the extra five p's to buy another one. I've taken advantage of the free game offer and taken out a subscription to the mag so it's even better value.

To finish on a nice note (E sharp I think!) the mag is great, much better than your rivals.

RA Wilkins
Llangunnor, Dyfed

That wasn't an E sharp, I can tell an F flat when I hear one. What's wrong wth my question marks???????????? I rather like them actually, at least they're better than the Ex Ed's brackets. (I resemble that remark. Ex Ed)))))))))))) *It's pretty lucky you've taken out a subscription to Your Sinclair 'cos the price has had to go up to a pound due to the shortage of cornflakes. Which means you save even more money when you take out a subscription. We always think of you.* **T'zer**

HACKED OFF

While hacking into an unknown computer system, look what I found. I must add that this discovery made me most depressed and unhappy.

SUBJECT: Craeftig Galdor,
REAL NAME: Wooller Matthew
NATURE OF FILE: Deletion order, code three
BACKGROUND: Letter published in the November issue of *Your Sinclair*. Letter's meaning yet to be deciphered, but spoke of, and I quote "Ms Caroline Clayton...stunning photo...beautiful young lady... passion for Caroline." This letter is clearly sexist and immoral (which is why it was published).
NATURE OF DELETION ORDER: Ms Clayton took letter and yelled at the top of her beautiful voice "HE AIN'T GOING TO GET NO BADGE!"
FILE CODE GCCC454376,G18
END OF FILE...PLEASE ENTER NEXT INSTRUCTION
›END
THIS IS THE *YOUR SINCLAIR* COMPUTER NETWORK SAYING ADIOS!!!!

So why am I upset? I'll tell you why. I am that Galdor (or Matthew). Please, please forgive me my sins against your most esteemed organ, and Caroline, I promise I will fiddle the computer so that you become Art Editor. Can I have a badge now please. I did get a letter published. T'zer, I leave it in your lap.

Matthew Wooller
Sawbridgeworth, Herts

SUBJECT: Craeftig Galdor
DELETION ORDER: Deleted
FILE CODE: YS15 badge
END OF FILE...
›END
Your badge is in the post and Caroline is Art Ed. **T'zer**

WE'RE GETTING THERE...

I've been reading *YS* for ages now but there's one thing that bothers me and that is the trainspotter (*It bothers me as well! T'zer*). What is a trainspotter for goodness sake? Can't find it in the dictionary and my teacher doesn't know what it is either. And I'm too ashamed to ask my friends — they'd laugh their heads off!

I think it might be someone who warns cars that there's a train coming, but in Finland the railway junctions are automated so who needs a trainspotter?

Timo Koponen
Pieksämäki, Finland

According to Chambers 20th Century Dictionary, New Edition, a trainspotter is one who collects locomotive numbers as a hobby. This definition does omit a rather important species of trainspotter — the YS one. He or she is someone who looks like Ian McCaskill, has all the style and panache of Les Patterson and spots really minuscule mistakes in high-brow, well-produced publications like Your Sinclair.

Trainspotters of the highest order get the widely acclaimed trainspotter award and will now receive a beautifully hand-produced YS Trainspotter Certificate. BRilliant! **T'zer**



WHIRLY WHEELER

Sorry to disappoint you, Stuart Forbes (*Letters* Jan issue), but I completed *Paperboy* just one day before you — October 5th. I rang up Elite, who told me that I was the first to complete the game! Hee hee! Yours first completingly,

Steven "I can play The Late, Late Breakfast Show theme tune on my cheek with a door wedge" Woodward
Harpenden, Herts

Well, congratulations at being the first to complete Paperboy. Unless, of course, anyone else reckons they beat you to it... **T'zer**

SMALL PRINT

I wish to complain! So please print something offensive.
Bill Morrison,
Cathcart, Glasgow
Bog off, you loathsome little nerd! **T'zer**

PPS I've put the PS in the wrong place.
PS See what I mean.
Graham Murphy
Corby, Northants
PPPPPPS Stop taking my initials in vain. **Phil (Sloth)**
PPPS It's obviously catching! **T'zer**

PS I betcha you won't publish this letter.
Simon Smyth
Co. Antrim, N. Ireland
Dead right we won't. It's disgusting! **T'zer**

PS In every issue of *YS* I come across the word T'zer repeated umpteen times. What exactly is this T'zer. Is it a he? Is it a she? Or is it an it?
Matthew George
Bombay, India
Dunno. **T'zer**

PS Damn. I forgot what I was going to say.
Ainsley Rowley
Stourbridge, West Midlands
What a stupid thing to... um... er... **T'zer**

How about giving T'zer (kiss, kiss) the Ed's job.
David Williamson
Kessock, Inverness
Consider it done! **Ex Ed**

What or who is 'YS'?
H Fernandes
Hayes, Middlesex
Howzabout You're Stupid, You Smell, Yarn Spinner, Yule Sinner, Youth Scene, Yoghurt Soup, or better still why aSk? **T'zer** *It's actually YTS having a T break. Ho ho!* **Phil**

HIT LIST

We were right! US Gold's *Gauntlet* has beaten the opposition in the fight for the top spot. Not surprising really — it's a brilliant game, definitely the fave round the *YS* office. Firebird's cheapie but goodie, *Ollie And Lissa* is still up there in second position and Imagine's *Super Soccer* has kicked off straight into number three. Sports games are all the rage at the moment — there are five games in the top twenty — American football, darts, golf and two on football. Check out our Sports Special to see what else is around.

Sly Stallone and his rubber ducks (pardon?) have smashed their way in at number five, in the guise of Ocean's *Cobra*, hotly pursued by Ocean's other triff game, *The Great Escape*. Elite's doing well too — four of its games are in the charts, including *Space Harrier* and *Scooby Doo*, just two of the great *YS* covers we've had. What'll be there the rest of the year? Stick with us and find out!

THIS MONTH'S TOP TWENTY TITLES

Position (Last Month)	Weeks in Chart	Title/Publisher	YS Rating
1 (NE)	1	**Gauntlet**/US Gold	9
2 (1)	13	**Ollie And Lissa**/Firebird	9
3 (NE)	1	**Super Soccer**/Imagine	8
4 (4)	9	**Trivial Pursuit**/Domark	8
5 (NE)	1	**Cobra**/Ocean	8
6 (10)	9	**The Great Escape**/Ocean	9
7 (12)	5	**Computer Hits Vol 3**/Beau Jolly	—
8 (NE)	1	**Footballer Of The Year**/Firebird	6
9 (2)	9	**Paperboy**/Elite	9
10 (18)	5	**Speed King 2**/Mastertronic	7
11 (NE)	1	**Space Harrier**/Elite	9
12 (NE)	1	**Konami's Coin-Op Hits**/Imagine	—
13 (NE)	1	**Scooby Doo**/Elite	9
14 (8)	13	**Kai Temple**/Firebird	9
15 (11)	31	**Ninja Master**/Firebird	3
16 (7)	5	**180**/Mastertronic	9
17 (NE)	1	**Hit Pack**/Elite	—
18 (9)	13	**Head Coach**/Addictive	8
19 (NE)	1	**Konami's Golf**/Imagine	7
20 (5)	5	**Infiltrator**/US Gold	8

This chart is based on the *MicroScope* chart as compiled by Gallup.

MicroScope GALLUP

MicroScope is the weekly trade paper of the microcomputer industry. If your computer store doesn't display the latest MicroScope chart, ask the manager to call Julian Harriott on 01-631 1433 — we'll send a copy every week.

12 MONTHS AGO

Position	Title/Publisher
1	**Winter Games**/US Gold
2	**Rambo**/Ocean
3	**Commando**/Elite
4	**Yie Ar Kung Fu**/Imagine
5	**Spellbound**/Mastertronic
6	**Saboteur**/Durell
7	**Elite**/Firebird
8	**Transformers**/Ocean
9	**Tomahawk**/Digital Integration
10	**They Sold A Million**/Hit Squad

YS BUBBLERS

- **Auf Wiedersehen Monty**/Gremlin
- **Star Raiders II**/Activision
- **The Hive**/Firebird
- **Fist II** /Melbourne House



DESERT ISLAND DISKS

Gor blimey guv, wot's this? Two well dodgy faces from somewhere. Melbourne House — that's it! They're Lever and Jones, the guys that masterminded the *Hampstead*, *Terrormolinos* and *Dodgy Geezers* jobs. And they're offering their fave games? Okay — grass!

Civilisation/Avalon Hills
Yeah, yeah, we know it's not a computer game. It's a board game set in the ancient world and it takes 13-14 hours to complete. Berilliant!

The Fourth Protocol/Hutchinson
The perfect combination of adventure and icon-driven wotsits (well, almost). We were planning a spy game till we saw this.

Hampstead/Melbourne House
Good choice, eh? We were amazed anyone wanted to publish it! Social-climb your way to the top.

Denis Through The Drinking Glass/Applications
The first ever *Quill'd* adventure, and a weird satirical masterpiece. Someone should write a sequel called *The Tebbit — On Yer Bike.*

Elite/Firebird
The arcade version of *Civilisation*. Flog dodgy merchandise to aliens while waggling your joystick.

Sherlock/Melbourne House
A bug-infested classic, and a triumph of atmosphere over logic. Could we have a sequel, please.

The Leather Goddesses of Phobos/Infocom
Kinky and lecherous text-only job which just goes to prove that graphics ain't necessary in good adventures. Not available on the Spectrum, though, which is a pity.

Little Computer People/Activision
Not a game, but what is it? Daring idea, and an imaginative substitute for aquaria and budgies.

Fancy Being Friday?
Man Friday, that is. If you'd like to be a castaway in Desert Island Disks, then write down a list of your favourite eight games, tell us why you like them, and attach your photo. The wittiest and best'll feature in the mag every month and you'll get a *YS* badge and the top three games for your trouble.

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SCREEN SHOTS

Rachael Smith, Luke C, Gwyn Hughes, Rick Robson, Marcus Berkmann and Phil South star in the first magnificent episode of great games reviews!

TARZAN

Martech/£8.95

Rachael Arr-i-yae-i-ya . . . i-yae-ii-ya! I just got my finger stuck in the typewriter! Now, what's sweet and yellow and swings from tree to tree? Tarzipan.

Or to put it another way, what's small, round and green and hangs from vines? Tarzan of the Grapes. Or another one . . who's just made his computer debut, swinging from tree to tree? Aww — you guessed!

A lot of effort has gone into making *Tarzan* true to its source. Somebody's burrowed deep into Edgar Rice Burroughs for a suitable plot. It all concerns the safety of Jane, 'she who he had won by the might of his steel thews'. What? I'd have thought a pair of rubber-soled thews would have been more thuited to the jungle.

It continues in this high adventure style. Tarzan 'had spoken with Manu the monkey' ("Hi, Manu, how ya doin'?") who told Tarzan that, as in so many computer games before, he would have to search for seven scattered gemstones if he was to free his beloved from Usanga and the Wamabo tribe.

Pausing only to say that he'd play poker with Tarzan, but not his pet chimp, who was a Cheetah, Manu let the King of the Jungle go.

'Tarzan knew he must travel without stint.' He also knew he must travel without ticket, which meant a lot of walking, 'in the heat of Kudu the sun, and by the light of Goro the moon' and let's not forget Norman, the streetlamp.

He had to cross 'swampy morasses' where the only sound was the cry of "Give us more of that swampy ass." 'From his mighty chest arose the savage tormented cry of the bull ape. . . ' Which is where we came in, with my cry of bullsh. . . (*Snip. Ed*).

Enough. It's time for me to don my pith helmet ("Hi, my name's Don and I'm a pith helmet,") and stop taking the pith. *Tarzan* is actually very accurate in its creation of atmosphere. It all takes place in a beautifully drawn jungle, which has a dramatic layered effect with its silhouette of foreground branches.

Of course the jungle is a dangerous place as pouncing panthers, slithering snakes and nasty natives haunt its highways. Encounters can be all the more treacherous because that decorative scrub can obscure our steel thewed hero, so you've no idea where he is or what he's doing!

Still, when you get him out in the open, our Tarzie is an athletic sort of a bloke. He can run, roll, jump and crouch. He knows how to deliver a high punch and is also master of the jungle-fighting favourite, the low punch. But even if a belt below the belt seems, well, below the belt, Tarzan can get away with it because he's immortal.

That's right, kids. Don't try to imitate this creeper crawler because Tarzan can't die. However, if his vine shrinks (the one used to indicate his strength, dummy!) then Kudu falls, Goro rises and another day begins. As Tarzan only has three days to return Jane to safety, if he suffers too many defeats he'll have to start all over again.

It's mighty pretty and imaginative but, despite hundreds of locations, how long you want to play will depend on how much you like arcade adventures. You'll need a map and an awful lot of patience if you're to cast some light on Darkest Africa.

How will you use the objects that you find? A rope over a pit shouldn't keep you hanging around for too long, but why pick up a chimp unless you need a couple of 'ape knees. It's all classic stuff, but I was disappointed that, in the jungle, objects are only shown as black boxes.

There's also a delay between screens, and though this isn't too obtrusive when you're just walking around, it's rather annoying (especially if you're using an object) to suffer a sudden blackout while the scene is re-drawn.

Add to this a bug that occurs if you're killed during a forward roll, which appears to make you hover a foot above the jungle path, and you begin to get the idea that maybe there was a rush to get Tarzan out of the trees in time for Christmas.

Not quite King of the Jungle, perhaps, but certainly Lord of the Forest. *Tarzan* should keep you swinging for hours!

Graphics
Playability
Value for Money
Addictiveness
7



Tarzan sure is a hunk! Watch his pixels ripple and his hair flow as he strides purposefully forward. Touches like this are the game's greatest strength.

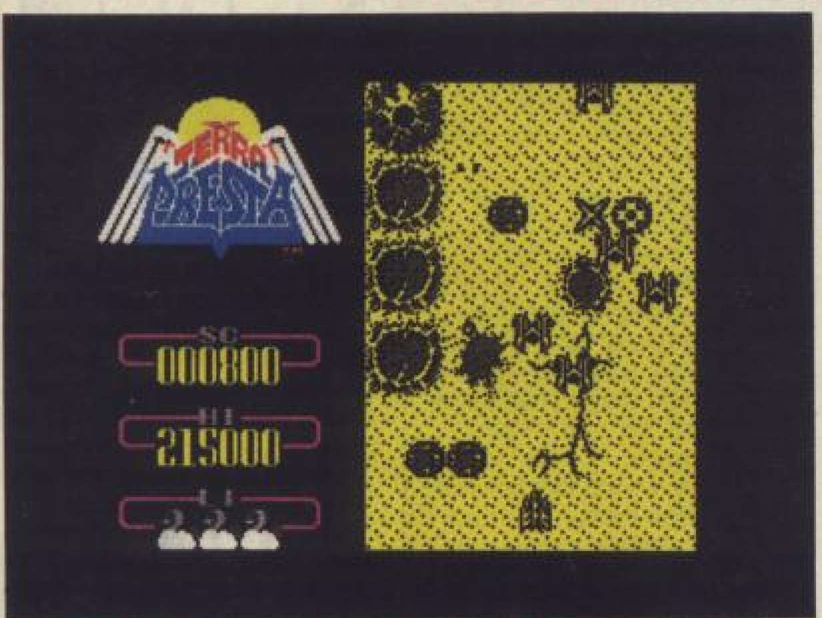
Anything you pick up appears here, to be selected with the joystick. Of course, the eventual objective is to pick up Jane and take her jungle jiving at the disco!

As Tarzan's day gets shorter so does this shoot. When it finally shrivels the sun sinks low. A good ploy is lots of running away, or failing that an application of liquid manure.

Uggh — an ugly minion of Usanga. If you belt this bozo off the screen he won't bother you again, but while the first thump's easy, you have to time the others carefully or your strength's soon sapped.

The Wamabo gems appear here as Tarzan finds them. Look carefully as some need uncovering in the undergrowth. There's one for each colour of the Spectrum.

TERRA CRESTA



Imagine/£7.95

Marcus There are some things in the world you just can't get enough of — England test centuries, peanut butter and *Star Trek* to name but a few. And where the Speccy's involved, it's funny how certain themes come up again and again and again . . .

Like howzabout this one then. "You are captain of the Terra Cresta. Fly your space fighter up the planet as the surface scrolls down towards you. Eliminate the alien forms, rockets, missiles and structures which stand in your way and attempt to destroy them." What sort of game do you think that is? Arcade-adventure? Strategy? No, oaf, it's another riproarin' gookzappin' lipsmackin' thirstquenchin' megascrollin' shoot 'em up! Bring in the autofire joystick, James. (Yes m'lord.)

Imagine doesn't faff about with its zappers. No mystical quest for you to journey on, at great personal risk to you, your family and everyone else in the known universe. No voyage of justice to vanquish the evil alien foes who've invaded this once proud whatnot. No, just "de gooks are dat way — go get 'em".

Fresh from the arcades, *Terra Cresta* is the latest of many similar scrollers to hit the Spectrum in the past few months. In this one the idea is to pick up bits of hardware on the way to fortify your ship, while of course annihilating anything that moves. The graphics are in the now familiar mould of *Uridium* and *Light Force*, with the playing area restricted to the right hand side of the screen. The music's good too — that pschht klangaklanga pschht stuff that drove *Cobra* fans round the bend. There's only one snag — it's all so *slow*.

Ah, the old programmers' problem — do you go for whizzy graphics or superspeed? The Spectrum won't let you have both. Imagine has obviously weighed the pros and cons, and gone for the whizzy graphics. This makes the game very hard to play. If you're to get anywhere you'll need a very sturdy joystick and a great deal of luck.

Along with the mistake (I think) of making the first wave of nasties as difficult to get past as any in the early stages, its doziness makes *Terra Cresta* hard to recommend.

Still, if you're into stunning graphics rather than fast gameplay, this may well be just what you've been looking for. Me? I've always preferred living life in the fast lane.

Graphics
Playability
Value for Money
Addictiveness
7

HARVEY HEADBANGER

Firebird/£1.99

Rachael Actually, I've always preferred a good Harvey Wallbanger . . . Still, the cock and bull story about cocktails at the heart of this game is enough to warm the cockles of my liver!

This original concoction costs less than something cool and colourful in a glass, but will it leave you shaken or stirred? It's played on a grid where Harvey and Hamish Highball hang around — and even swing around — on bars. Their aim is to run rings round each other.

The secret of all this circling is that even if Banana Daquiris don't grow on trees, Singapore Slings spring up whenever the path of one of our two imbibers encompasses an area. If one player traps the other amidst the emerging cocktails, he forces a taste of his medicine down his opponent's throat, which proves fatal. Never have two characters been so avid to avoid accepting a drink.

To add to the fun, all that time spent propping up the bar has taken its toll on Harvey and Hamish's waist-lines, and they positively bounce around. This can be distracting when you're trying to stay by the wall, but when the two collide it's real balloons-ville!

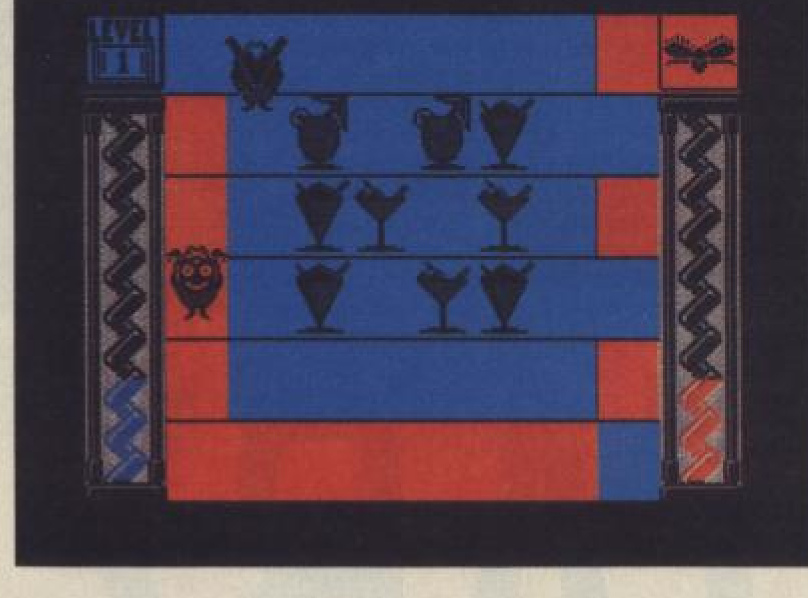
The battle that ensues leaves H and H reeling, with severe control problems. The only way to survive these encounters is a little oral anaesthetic of the alcoholic kind. Yes, drinking your own cocktails increases your resistance to pain.

It took a short while for me to get into headbanging with Harvey, but it's a game that's much simpler to play than to describe. Eventually your reactions become quite finely tuned to what your opponent's up to, and you work out the best manoeuvres to trap him.

As if that wasn't enough, there are options unlimited — one or two player games, changing computer opponent skill levels and even swopping characters during the game. You can play and play, and then play again.

Yes, I was getting happily inebriated on the thing, when Hiccup! — I crashed off my bar-stool and it crashed into Basic. But as it's so cheap I'll overlook it — just this once mind — as it should give you a happy hour or two, if your order's fast arcade strategy.

Graphics
Playability
Value for Money
Addictiveness
7



outside if you want to ring up the points. Keep an eye on Horrible Hamish's path too, because he'll soon have you in the drink. Don't waste time going for cocktails when the going gets tough as it's better to get bashed than blotto. That's my strategy anyhow — what's yours? (*I'll have a Pina Colada with a little umbrella stuck in it. Ed*).

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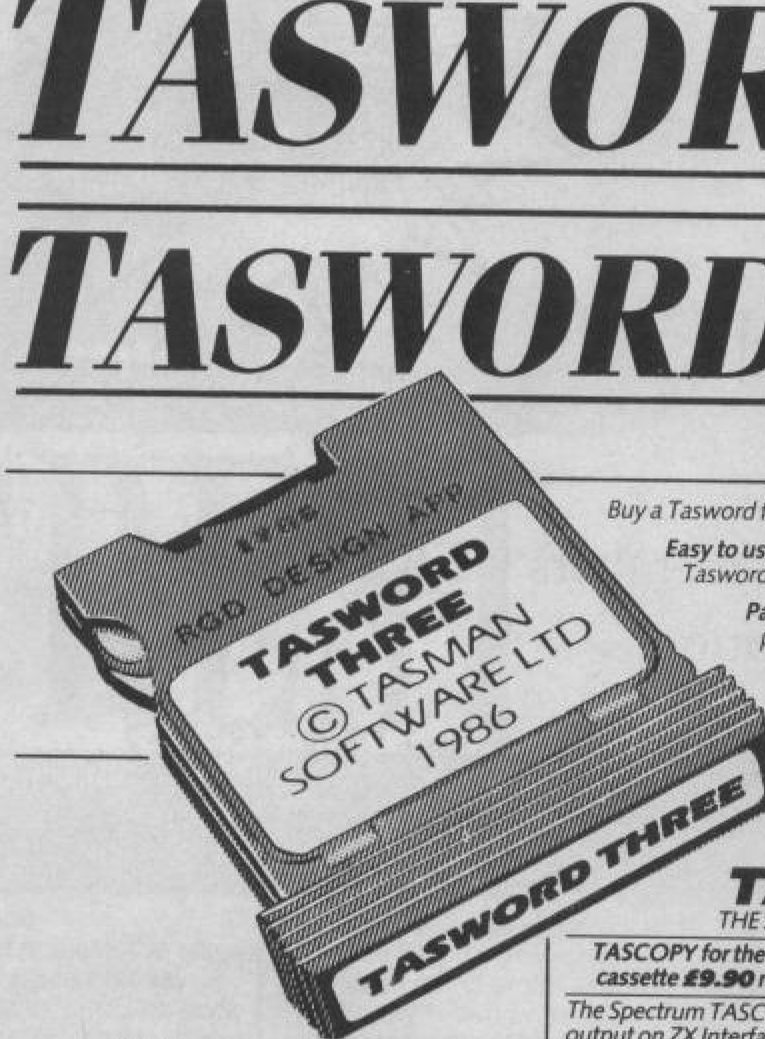
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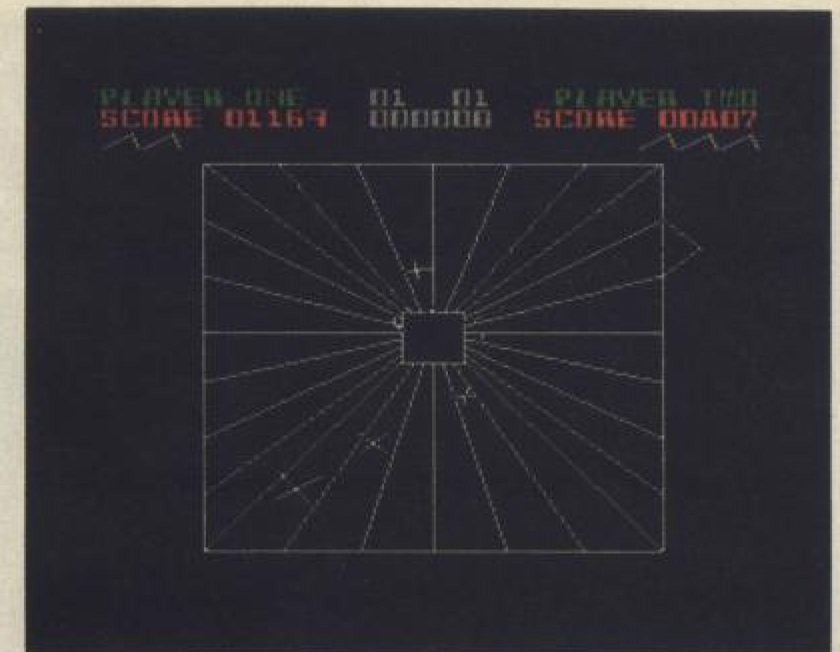
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TEMPEST

Electric Dreams/£7.99



Gwyn Some arcade machines attain cult status. *Tempest* was such a game — a cult which was probably helped by the scarcity of home micro versions. While you could keep a hundred types of invader at bay from the comfort of your computer, the Hyperspatial Wireways have remained relatively undefended.

It's taken a long time for this official version to surface on the Spectrum, and I can't help wondering whether this particular *Tempest* is a bit of a storm in a teacup.

Not that the conversion isn't good. It's excellent. Naturally the fine line graphics lose out a bit, even on a monitor, when you compare them with the vector originals. But they're fast and detailed — just don't think of attempting a high score on a badly tuned TV.

Still, it's true to the original, in all its spindly detail. Your Zapper has its two mechlectric legs (two lines to you) patrolling the rims of an infinity of Wireways (sets of lines, receding into the distance). There are the nasty aliens too, advancing from the depths of this path through space.

True, these invaders are just lines as well, but at least they're varied in their attack patterns. Particularly nasty are the fast moving Fuseballs, who shoot out of nowhere, then hang around on the rim, waiting for you to bump into them. Try to clear these quickly or you're finished. The Flippers, which switch from lane to lane are much less of a problem.

Tankers aren't terribly fast but hold a nasty surprise. Will they split into two Flippers or one spiralling Fuseball when you zap them? Shoot them as soon as possible so you've time to react. Finally, don't get spiked on a Spike, that you can easily mistake for a single line, and watch out for Pulsars, which break the rim, making continuous movement impossible.

All these aliens fly at you faster than you'd care to believe, and you zoom round, clockwise and anti-clockwise, firing as fast as your trigger finger can take. And that's all there is to it!

At first I thought *Tempest* was difficult, but suddenly something clicked and I was notching up high score after high score. I didn't even have to use the Super Zappers. You get these for completing a level and they allow you to clear all aliens on the screen.

If you like a shoot 'em up that's fast and simple and where the main skill is to find a rhythm and just keep on going, then this one should have you going for a blasting bonanza.

Don't get me wrong, because I'm not averse to such games myself. It's just that I'm not sure they should be full price in this day and age. Whether you think *Tempest* blows up a storm or is just wet and windy will depend on how much shooting you can take.

Graphics / Playability / Value for Money / Addictiveness — **7**

AGENT ORANGE

A'n'F/£8.95

Marcus Rick Scragworth: Intergalactic Farmer. Doesn't sound too hot, does it? If a title like that leapt out at you from the shelves, with hunky illustrations of a Harrison Ford type driving a combine harvester, what would you do? Shell out or run out?

With new ideas never thinner on the ground, more and more bizarre variations on old ideas are very much the soup of the day. And the main course, served by A'n'F, is *Agent Orange*, the world's first pastoral shoot 'em up. Coming soon — *Gauntlettuce*, the classic vector graphics zaparama *Compost*, and of course *Way Of The Exploding Tractor*. Well, maybe not, but you never know!

So, wassitallabout? Well in *Agent Orange* (which is not, incidentally, the name of a CIA-employed citrus fruit), you play an intergalactic farmer, sowing alien seeds on hostile planets and reaping the benefits — if you can stay alive, that is. Each time you return a certain quantity of grain to your home planet, you can trade in your ship for a bigger one, which is just as well, since the aliens on each successive planet get nastier and less easy to dodge.

The eighth planet, should you get there, is where you'll find the elusive Agent Orange, which turns out to be a sort of mega-weedkiller. Once you've destroyed the alien ships patrolling each planet, the weeds are in fact your greatest enemy, as they slowly cover the surface and throttle your own plants. The plants' growth follows the same rules of their real counterparts, so you'll have to wait until they're fully matured before you can harvest 'em. Be careful you don't overload your ship, though, 'cos if you do, kerboom!



This is an odd sort of game, combining strategy and arcade elements without really getting the best out of either. It's not superfast, but it does sport some excellent *Uridium*-type graphics to compensate for its lack of speed. Farmers should love it — and you may well like it too.

Graphics / Playability / Value for Money / Addictiveness — **7**

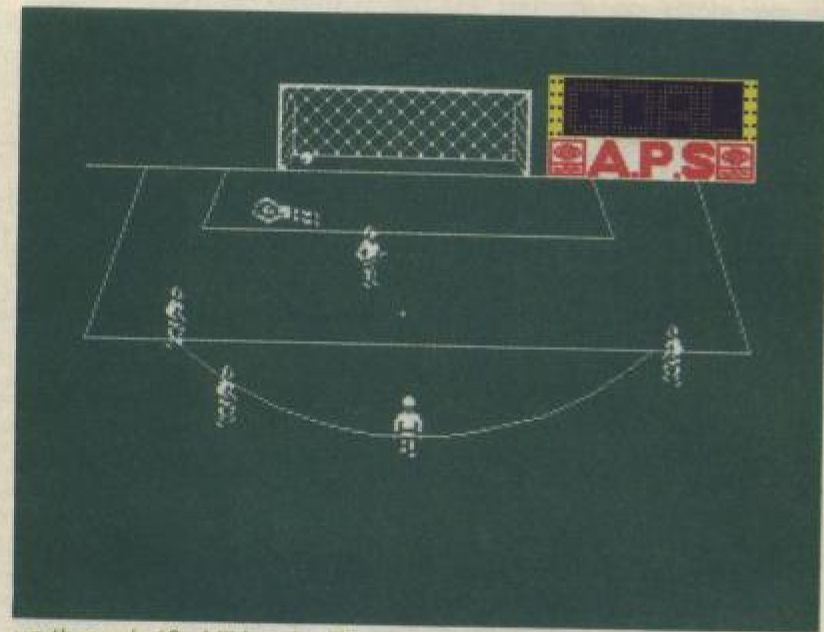
PETER SHILTON'S HANDBALL MARADONA!

Grand Slam/£6.95

Luke Gordon Bennett, another football simulation! England goalkeeper Peter Shilton is the name behind this one, and not surprisingly it's all about goalkeeping.

First you have the opportunity to hone your skills in a lengthy practice session against an interesting variety of attacks. Then you can try your luck in a real game, perhaps something as exciting as Wigan Athletic vs. Crewe Alexandra. Finally, when you've started saving even the wriggliest banana shots with relative ease, you can upgrade your skills and continue at a higher level.

Trouble is, that's it. There's no more to the game. You just carry on saving shots (or in my case letting 'em in) all the way up through 16 skill levels. The games you play don't seem to *mean* anything very much — there's no League or Cup competition, just a succession of what seem to be 'friendlies'.



But it's not a total disaster. The graphics are quite jolly, and the attacks on goal (watch out for snipers) vary much more than you'd expect. And on higher levels the opposing forwards get much faster and more skilful, even if they do still play for Crewe Alexandra. Nevertheless, *Peter Shilton's Handball Maradona* (for some reason, the title has nothing whatsoever to do with the game) compares poorly with the hundreds of other football simulations out at the moment. Though the idea is nice, and the execution presumably faithful to Shilton's instructions, the gameplay is just not gripping enough to prevent the attention wandering and the hand moving closer to the reset button. All you do is develop a (fairly pointless) skill without any opportunity to use it. And unless that turns you on, the game probably won't

Graphics / Playability / Value for Money / Addictiveness — 5

LEAGUE CHALLENGE

Atlantis/£1.99

Rick Earwig-oh! Earwig-oh! Earwig-oh! Yep, footie fans, here comes another in this month's load of footie games. Can you take on the responsibilities of soccer managership and lead your team from the bottom of division four to the top of the league? This game'll put you to the test.

It's a cheap and cheerful cut-down version of more thorough (and expensive) management simulations. You must pick, train and field your best team, while at the same time coping with the transfer market, injuries to your players and the different skills of your opponents in defence, midfield and attack. A cinch, eh?

There are four divisions of sixteen clubs and you always start at the bottom of division four. You only have eleven players in your squad to begin with, so you'll have to start trading early in the transfer market to build up your numbers to the maximum of fifteen. Be careful that you don't plunge to more than £250,000 in the red, though, or you'll be relegated back to the bottom of division four.

The game goes through mid-week transfers, training and the match itself. Here you have a chance before the game to change your team to counter your opponents' strength. Once the match is over the other results come in and a new league table is given, so that you can see whether you've gone up or down.

It'd be churlish to chastise this cheapie as a cheapskate rip-off, but if you're really interested in the great game, maybe you'd be better off saving your money and going for the real thing!

Graphics / Playability / Value for Money / Addictiveness — 6



SUPER SOCCER



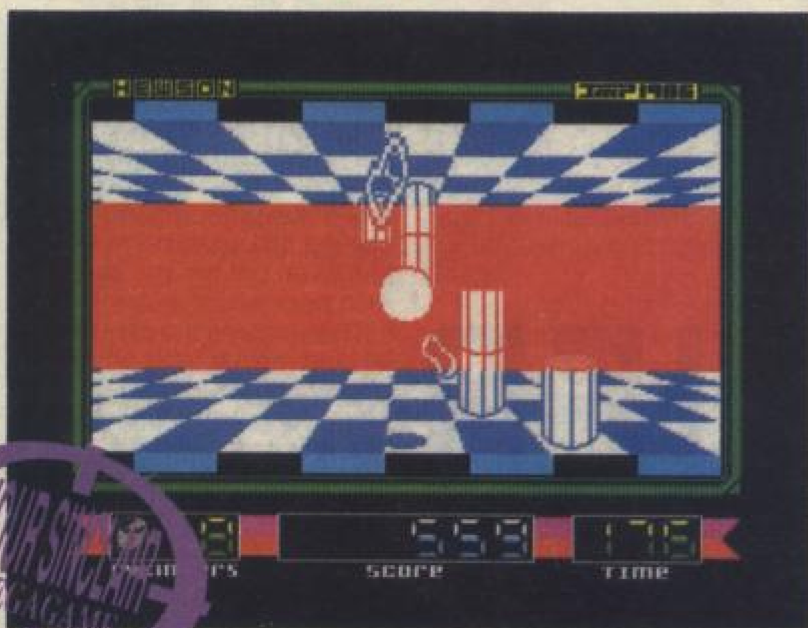
Imagine/£7.95

Marcus You'll ne-e-ever walk alone! Yes it's another soccer simulation on the Speccy, and I'm glad to say it's a winner.

We're in *Match Day* territory here, and bearing in mind that it was Ocean (Imagine's parent company) who produced that classic, you'd be forgiven for expecting the odd similarity between the two games.

In terms of sophistication, though, *Super Soccer* probably has the edge. There's much more variety of movement, with more ways of kicking the ball and all sorts of extra features

IMPOSSABALL



YOUR SINCLAIR MEGAGAME

Hewson/£8.95

Marcus Bouncy, bouncy! There's an awful lot of globoids boinging about at the moment, but none quite like this elastic little spherule from Hewson. Springing your ball through a course of classical terraces, you manoeuvre it around hazards both mobile and stationary to jump on small cylinders and batter them into the ground. Honest. You even get points for it all. But don't recoil, 'cos it's totally addictive.

There are eight levels in the course, which may not sound a lot, but each has its own special hazards to drive you barmy with frustration. The screen scrolls from left to right (and v. smoothly too, I may say), and you score points for each cylinder you bop on the bonce, as well as the amount of the course you cover. Cylinders tend to lie within puzzles of thought-provoking complexity, the sort of teasers you always get wrong the first time you try them.

The nasties don't vary a lot and they have much the same effect. The spikes are stationary but you'll have to be on the ball to avoid the patrolling plasma fields and fire bolts. Magic rings complicate matters a little — the first time you hit them you'll gain extra time, but try it again and kerboom! Naturally, these feckless flashers crop up in all the most awkward places.

It all sounds very simple, and, like most of the best games, it is. Behind it all, of course, is some very slick and sophisticated programming, especially in the convincing 3D display. *Impossaball* will stretch the bounds of your imagination. You'd have to be a complete bouncer not to enjoy it.

Graphics
Playability
Value for Money
Addictiveness
9

like diving headers and chesting down high balls. The goalkeeper can now move in virtually any direction, rather than just leaping to the left or right. Best of all, you can now *foul* people. Vicious sliding tackles recall the great days of Chopper Harris and Norman Hunter, though you can find yourself sent off at the slightest provocation — just like them.

Of course, with the Spectrum, you can't introduce new features without junking some old ones, and in this case it's the graphics that've suffered. Gone are the roly-poly figures we once saw, to be replaced by infinitely weedier specimens that clearly take up much less memory.

Control isn't as smooth, either. That, though, may just be me, 'cos with all the extra tricks your players can perform, *Super Soccer* is a hard game to get into. It'll take a while before you start a match expecting to score a goal f'rinstance! Realising this, Imagine has laid on a practice mode, and you'll need it. Copious hints and tips are also included to stop you cracking up completely.

So, while beginners may find it a little heavy going, old campaigners at this sort of game should lap up *Super Soccer*. Get seven of your mates around (you can play a tournament of up to eight players) and give it a long throw-in from the touchline!

Graphics
Playability
Value for Money
Addictiveness
8

Microprose/£9.95

Rick Dive! Dive! Dive! Here's a game to play in the bath! This submarine simulation is a great war game but for serious gamers only. If you're the sort to be put off by a suggestion to read one or two books on submarine warfare, then the game isn't for you either, as this is just what Microprose warns you to do. *Silent Service* comes with two huge sheets of information to drown you in facts though the actual game is fairly simple. You must navigate your American sub across the Pacific, find a Japanese convoy, single out and sink your target, then beat a hasty retreat.

What gives the game its subtlety is the huge number of game options and variations to choose from. There are four skill levels — ranging from hard to totally impossible on my rating — and there are seven reality options so that you can make each game totally different. These include limited visibility, manoeuvrability of the enemy or dud torpedoes on your sub. Finally, you can choose between three game scenarios — torpedo or gun practise, convoy actions and war patrol.

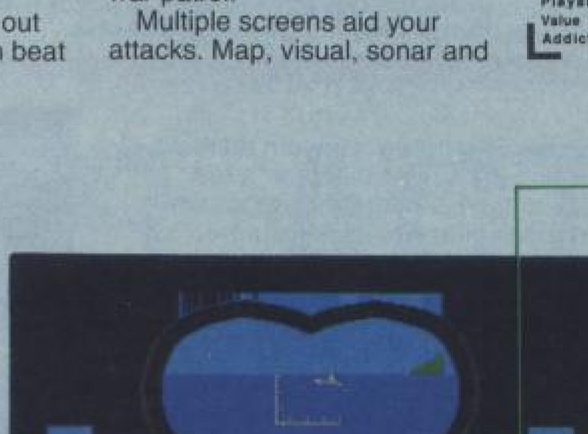
Multiple screens aid your attacks. Map, visual, sonar and radar locations appear on one, while others give you periscope/binocular views, the conning tower, bridge, instruments and damage control. You can suffer from overkill on the information front, but it does seem like the real thing.

Whether you think *Silent Service* is subnormal or sublime depends on you. Like a good book, it takes a while to get into, but once you're there you'll be pleased you made the effort.

Graphics
Playability
Value for Money
Addictiveness
8

The torpedo data computer comes on when the cross hairs turn white — and your target's in range. The computer work out all the angles and speeds for your torpedo to get a direct hit.

If you're feeling like Captain Nemo you can turn off the angle on bow function. This means you'll have to calculate the angle of attack yourself, not an easy task when you're six leagues under.



While on patrol mission you'll have to make sure of your target's identity, otherwise it's Goodbye Sailor, back to Midway.

Get to know the difference between tracking and heading, 'cos if you don't you'll discover there's an awful lot of water in the Pacific.

You've got fourteen torpedos — ten forward and four aft. But beware, some may be dud or run too deep. Don't hang about to admire your shooting either, that trail of bubbles is a dead giveaway.

SILENT SERVICE

SPACE HARRIER

Elite/£7.95

Rachael *Space Hurrier* would've been a better name for this one, because Elite's conversion of one of my fave blast-everything-that-moves games is F-A-S-T!

Then again, I'd also go for *Space Worrier*, because a mission like this is sure to give even the spaciest warrior a few sleepless nights. But let the instructions tell it like it is!

'Our hero, a seasoned veteran of many spacewars, is on the scene again. This time to save the Dragon land that's occupied by evil barbaric creatures and controlled by supernatural phenomena.'

Better get your drag on then, if you're to beat such evil creatures as fire-spitting flowers and giant stone heads. And as for those supernatural phenomena . . . well, Gwyn reckons they're just a dotty bit of translation from the Japanese, but they sure gave me the willies. It's yet another case of they-said-it-couldn't-be-done-ism, but take it from me, *Space Hairier* would've been a fitting name because you won't get much hairier action than flying across the chequerboard Dragon land. See those squares just scroll from under you as you skim across the plain to an ever distant horizon.

Those wretched phenomena are hurling everything they've got at you, and it won't do any good calling Ghostbusters! You'll just have to slide and keep your finger on the trigger as they blast you with blocks and fireballs. Our hero moves as smoothly as you could wish — but so do the deadly forces.

Surely it can't be quite so perfect? After all, this is a conversion of a state of the art game with a megabyte of memory into a cramped 48K, beset by attribute problems. Well, obviously the graphics lose out. Clever though they are, at times your mono hero can get lost against the range of hills on the horizon and the rush hour surge of attackers.

This reduces the playability a bit, and maybe adds an element of pure chance that wasn't there in the original. A pity, too, that the arcade game's facility to drop in another coin and take over where you left off hasn't been included.

The sound's good though, lacking only sufficient amplification. The only other thing that I can think of that's missing is the famous moving seat. However, here's a playing tip that even Hex Loader hasn't considered. Take one *YS* office chair and one screwdriver. At the base of the chair you'll find four screws. Remove three of them. There you are — all the movement you could ask for. Just remember to replace them before T'zer sits . . . CRASHH!!!

(*Where's that gormless oaf Smith? I'll show her a supernatural phenomenon she'll never forget. Ed*).



This dirty old dragon appears at the end of the first level, and the score counter stops while you grapple with him. His beastly breath is hero-seeking and he releases four fireballs every time he attacks. A good policy is circle to avoid them, then swoop in for some pot shots!

Graphics / Playability / Value for Money / Addictiveness — **9**

FOOTBALLER OF THE YEAR

Gremlin/£7.95

Luke It's extra-orrrdinary Brian! Everywhere you turn there's a new Spectrum soccer simulation (try saying that after a few Lucozades), aimed, no doubt, at the countless thousands who shelled out for Kevin Toms' golden oldie *Football Manager*.

And gameplay in *Footballer Of The Year* isn't a million miles from that old chestnut. You still play for a team struggling to escape the lower divisions, only this time you deal in goal cards, which enable you to have a potshot or two at goal whenever you play them. You can also buy Incident Cards (just like Chance and Community cards in *Monopoly*). As you score more goals and rise up the divisions you find yourself gaining status points and being transferred, often against your will. But there's a definite way to play it to win!

This involves buying as many goal cards as you can, using them sparingly and spending the rest of your ackers on Incident Cards. From then on in, there are only seven or eight hours of hard play before you finally make Footballer Of The Year. The gameplay's not too bad if you like that sort of thing and the graphics really are excellent. Parts of the game, though, are a mite dodgy. There's no consistency about league positions — if a team's won ten games and lost 24, you wouldn't really expect it to be sixth in the league. Not only that, there's no difference in cup games between 1st and 4th Division teams and when the Footballer Of The Year ceremony comes up someone is invariably nominated twice, and still doesn't win.

So does *Footballer Of The Year* hit the crossbar or is it a winner? Well, Brian, without wishing to put the boot in, let alone brandish the red card, I'm afraid it's not at the top of Division One. Still, it's a game of two halves, Brian, and you could do a hell of a lot worse in 90 minutes.



Graphics / Playability / Value for Money / Addictiveness — **7**

ELEVATOR ACTION

Quicksilva/£8.95

Gwyn Life has its ups and downs but never more so than in the Secret Service. I'd tell you about it but it's meant to be secret. Well, okay then, as it's you. . .

As an agent you're not delivering, you're collecting, and owing to the nature of the papers you're after (they're secret and belong to the enemy) you can't just walk in the front door of the block and ask for them.

In fact, the front door is the last thing on your mind, since you make your entrance via the roof! You're dropped from a hovering chopper and after that you're on your own, with only a trusty pistol to keep the peace.

The enemy HQ is a pretty anonymous collection of corridors, of the sort loved by faceless bureaucrats, so be thankful that their interior designer had a sense of the dramatic, if not the downright foolish, and painted all the doors of the rooms containing secrets bright red. This makes your task a lot easier.

Unhappily for you, the guards reckon this makes your task a little too easy, so they set out to redress the balance. Even after everyone's supposed to have gone home, the building is busier than Oxford Street on a Saturday afternoon, with heavily armed thugs appearing out of every door, so you'd better leg it for the lifts.

The lifts are seen in cross-section in the cut-through skyscraper. There are elevators and escalators, to be exact, because you'll want to escape the higher echelons as soon as possible. But just like real life, the lift's never at your floor when you need it, so you'll spend a lot of time hanging around, finger on the trigger, to shoot the heavies whenever they emerge. Of course, if they beat you to the draw you can always look lively and jump, avoiding the stream of bullets.

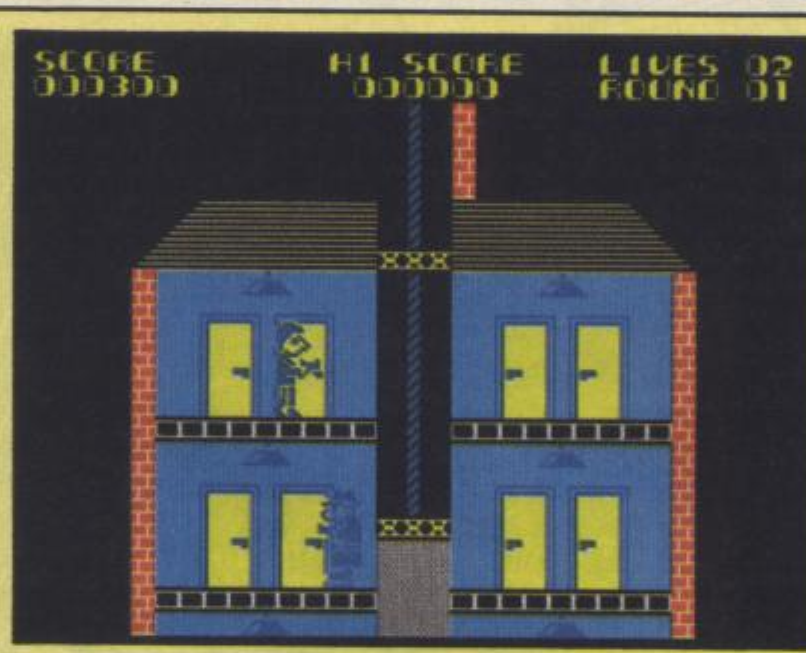
When the elevator arrives you get an option that really can't be recommended in reality, unless you possess the James Bond Seal of Immortality, and that's riding on the top of it. Beware though, because if it goes up, you could find the basement wine bar offering Secret Agent Squash!

Eventually you'll progress through increasingly difficult floors until you reach the garage and your waiting getaway car, when it's on to yet tougher embassies. Unless, that is, you've failed to find out what lies beyond one of the red doors. Then you'll be unceremoniously plonked back into the middle of things, to do your job properly. If at first you don't succeed, try, try . . .

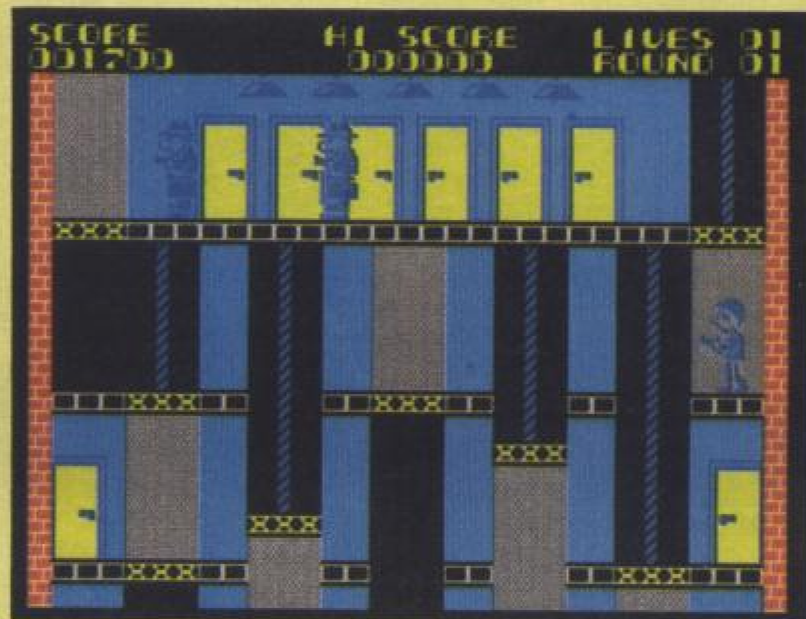
I never saw the original arcade machine that gave rise to this official version, so I can't comment on its accuracy. On the Spectrum though, *Elevator Action* is an interesting shoot 'em up. It's not wildly fast but there's a lot of suspense as you wait for the elevator to arrive, and it definitely contains that one-last-go factor.

The graphics are a little weak and sound is lacking — though as this is a secret mission, I don't suppose we can expect drums and trumpets. But even if it isn't going to be considered a classic, it should still give you a lift!

Graphics
Playability
Value for Money
Addictiveness
8



Life at the top is supposed to be cushy, but even at the start the guards are after you. Hang around waiting to pick them off as they travel in the lift, but beware of ones who emerge right beside you. On later levels they also get smarter and duck when you shoot at them.



At the end it gets real tricky. Only one of these shafts goes far enough, so keep your finger on the down key and prepare to step sideways when the lift arrives. A word of warning though — if the last door in the building is red, it's all too easy to glide on past it and be returned to the middle!

HYPERBOWL

Mastertronic/£1.99

Marcus Futuristic sports are all the rage, and have you ever known Mastertronic let an opportunity slip? Course not. So here's *Hyperbowl*, not to be confused with Firebird's similarly named *Hypaball*, previewed in the *YS* sports feature.A 35th century version of ice hockey, it sadly leaves out all the interesting aspects of that extraordinary sport — the bad language, the funny clothes and, of course, the sickening violence. Instead you just bash a ball around, trying to score goals against an unnamed opponent. Not that you have to bash it yourself. Remember, this is the 35th century! No, you climb into your Class 1 Trident spacecraft and fire with your nose cannons. You'll soon pick it up!

You can choose any of ten different ships, each with its own special strengths and weaknesses. By trial and error, you should eventually find one that suits you best. Then it's just a matter of propelling the ball towards your opponent's goal. Bounce it off his goal-line and you get one point. Hit the goal itself and you get two points. The first to nine wins.

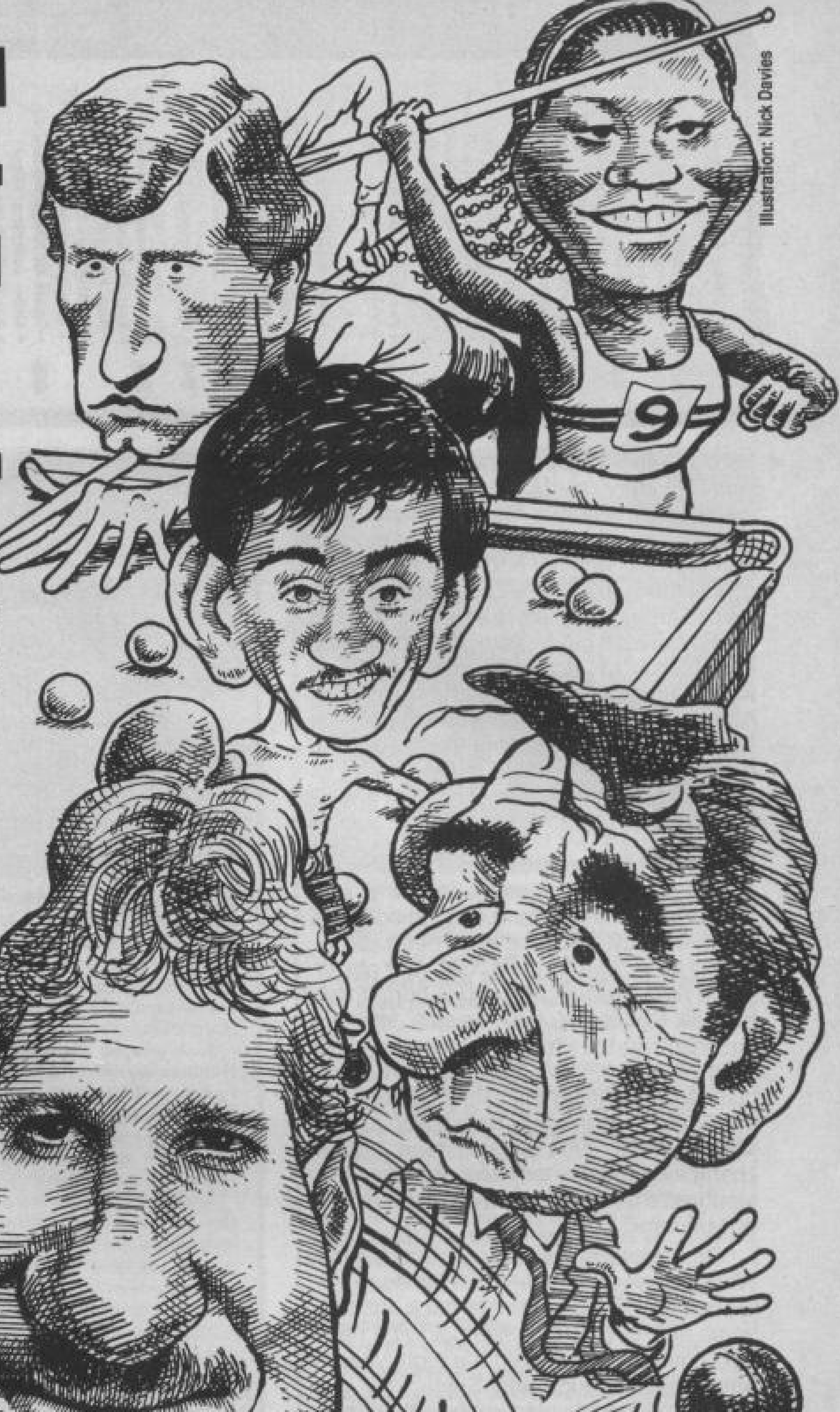
There's really not much more to it. Practice helps, as with any game, but I'm not entirely convinced that many people will stay with it for as long as that. The graphics are fairly primitive, so there's nothing to distract you from the mundane nature of the game itself. Still, it's a cheapie version of other, far better games, and if you haven't got the dosh, it's a perfectly reasonable substitute.



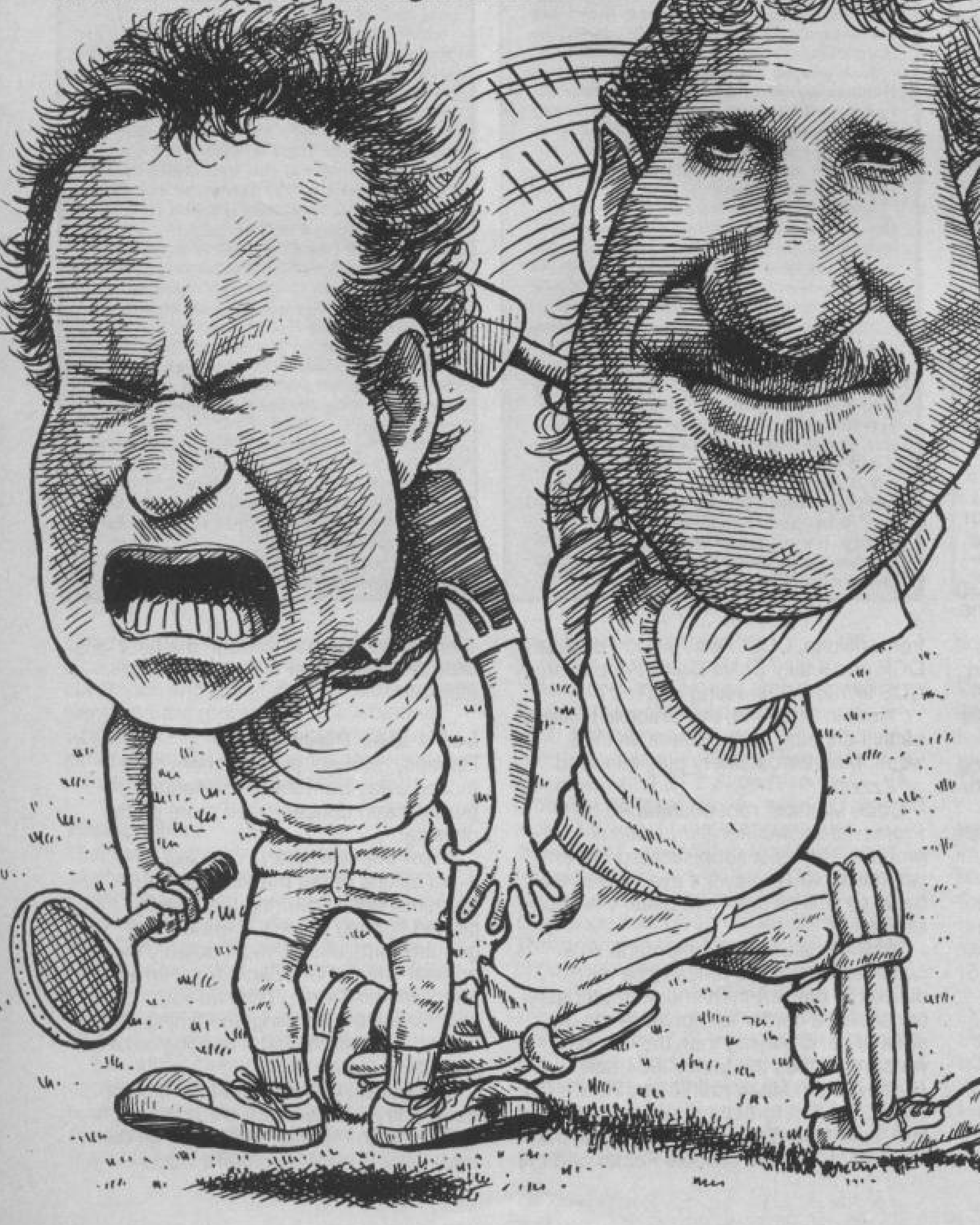

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YS SPORTS SPECIAL

G'DAY SPORT



"... Aaaaaaaaaaaaaand it's strordinary, quite strordinary, how well the British lad is doing. Plucky *Gwyn Hughes,* in his first international race, has made a big impact on this capacity crowd. Going well in last place, he's just been lapped by the contestant from the Maldive Islands, who's got just one leg — it makes him more streamlined. But Hughes is controlling the race from behind here, saving all his energy for the last lap and the breathless rush for the tape. But what's this? Quite strordinary! Hughes has dropped out! He claims he's late with an article about sports simulations he's got to write for *Your Sinclair*! Only *Rachael Smith* can save the day for Britain on this all-important night. Aaaaah ..."



Thank-you David. Phew, glad I got out of that one. Tonight we'll be looking at some of the many thousands of sports sims that've passed through the Speccy since the early days of Addictive's *Football Manager* in 1982. We'll be hearing from some of the country's top sporting thinkers, while in the studio I have with me the luscious Rachael Smith, a world-renowned expert on all sorts of sports. Isn't that right, Rachael?

"Too right sport!"

But let's start at the beginning — *Pong*. Not a sound effect or even a whiffy, but the sports simulation that started the ball rolling in computer sports simulations as we know them. Two bats, a ball and graphics that make the weediest £1.99 game look like the *Star Raiders* console — but we loved it. These days, though, there's oodles of memory to play about with — well, 48 or 128K — and sports sims are exercising more of a hold than ever. A good accurate simulation is just as much fun as the real thing ...

"Not sure I agree with you there." ▶

FOOTBALL

'84
- Football Manager/Addictive
- Kick Off/Bubblebus

'85
- Match Day/Ocean
- World Cup Soccer/Macmillan
- Bryan Robson's Superleague/Paul Lamond
- Bobby Charlton's Soccer/Dacc

'86
- FA Cup Football/Virgin
- World Cup Carnival/US Gold
- World Cup Football/Artic
- International Match Day 128/Ocean
- Footballer Of The Year/Gremlin

'87
- Super Soccer/Ocean
- Peter Shilton's Handball Maradona/Grandslam
- Brian Clough's Football Fortunes/CDS

ALL ROUNDERS

'84
- Grand National/Elite

'85
- Match Fishing/Alligata
- Surf Champ/New Concepts
- Nick Faldo's Open Golf/Mindgames

'86
- Sport Of Kings/Mastertronic
- Show Jumping/Alligata
- Pro Golf/Atlantis

'87
- Golf/Konami
- Leaderboard/US Gold

TEAM GAMES

'85
- American Football/Argus
- World Series Baseball/Imagine
- Basketball One On One/Ariolasoft
- World Series Basketball/Imagine

'86
- Rugby League Manager/Artic
- International Rugby/Artic
- American Football/Bug Byte
- Superbowl/Ocean
- Ian Botham's Test Cricket/Tynesoft
- Graham Gooch's Test Cricket/Audiogenic
- Double Volleyball/Mastertronic
- Bump Set Spike/Mastertronic
- Head Coach/Addictive
- It's A Knockout/Ocean
- Hardball/Accolade

'87
- Basketball Two On Two/Activision
- Super Basketball/Konami

FUT… SPO…

'86
- Ballblazer/Activision
- Bounces/Beyond
- Room 10/CRL
- Xeno/A 'n' F

'87
- Hyperbowl/Mastertronic

◀ . . . but with the added advantage that you can do it indoors.

But why the cravin' for simulation'? Is it simply because we're all puny trainspotters with legs like twiglets and chests you could go potholing in? Is it because sports games let us try all sorts of things that we'd otherwise never dare, like zooming round Brands Hatch at 240mph? Or are we just suckers for soccer and the rest? And what sort of sport makes a good Speccy game? Something that's a whole bundle of fun on the field may just lead to an early bath on the microchip — it pays to be selective.

Making A Raquet

Tennis games have come a long way since *Pong*. The game is easy to convert to the Speccy, because at its heart is a simple, addictive formula. Get your player to the right position and you're bound to hit the ball. Subtleties, such as spin, timing and insulting the umpire, came along later. It's no surprise, then, that there have been quite a few winning tennis simulations on the Speccy. All the way from Psion's *Match Point* in 1984 to the current champion, Imagine's *Tennis*. And the standard's been consistently high. What do you think, Dan?

"Oh, my word. That was a superb shot! What a pass down the line! Well done Ginny! That brings her right back into the game at 0-6, 0-5. This has got to be her best chance ever to beat the eight year old American superkid Kathy Spim . . ."

Er, thanks. Let's also not forget table tennis, which has been very well served. And what about squash, Rachael?

"What, here? Now?"

No, I mean *Jonah Barrington's Squash* from New Generation — the only time that particular raquet racket has been courted by the software industry. It appeared in 1985 and not only was it one of the first big name tie-ins — it was a good, tough game

BRIAN CLOUGH'S FOOTBALL FORTUNES
CDS



Board game, computer game or a bit of both? It's hard to pigeonhole *BC* and his *FFs*, it's a lot of fun and an interesting new direction for computer games. Don't let these cards and counters put you off — if you like *Monopoly*, you'll love this.

Each player manages a squad of thirteen players, which means there are two substitutes who can be used in any position other than goal. The idea is to build up a team that can win the double — and so collect you loads of management points!

You pick players as you move round the board, encountering squares such as paying wages, injuries, which could knock out your best forward, and the all-important auctions. It's during these financial free-for-alls that the fun starts.

You may need another strong defence player, and one turns up on the top of the pile. But can you afford him? If you're lucky you'll only have to pay half the price you bid. You may then sell him to someone else to keep him out of the hands of the league leader.

But where does the computer come in? Apart from rolling the dice it sorts out the weekly scores for the division you're in, and then assesses your rating. It's all proof that football management these days is rather more interesting than the game itself!

HYPABALL
Odin



Out in the wastes of space the future sports fans are running riot once again. Time has changed many things, but hooliganism is not one of them.

The object of their enthusiasm is Hypaball, the latest sport to sweep the galaxy. Two teams of three men compete, trying to shoot a sphere into a canister that moves up and down a rod. Two run along the ground while the other four float in zero-grav space, trying to intercept the ball which warps from one side of the screen to the other.

This makes *Hypaball* a game of interception and timing, and it's fast and furious fun. The trick is to float in as fast as possible, then time a shot at the right angle to hit the target. It

You'll need the best squad of mean muthas you can find though. Fortunately there's a choice of ten, which adds variety as their relative heights, speed and agility all influence how well they respond to your commands.

So why are the hooligans upset? Seems they're not impressed by the way that two Hypaball players occupying the same space *vanish*! I bet the Hypaball players themselves aren't that happy about it.

***Hypaball*'s the latest from Odin and should be in the shops now.**

Par For The Course?

From the court to the clubhouse now, and my favourite hole, the 19th. Yes, golf's a popular pasttime these day. Programmers love it too — every man and his birdie's done a version at one time or another. And gofd works on the Spectrum because, like tennis, it can be reduced to simple geometry — well, almost. With the angles often worked out for you, and with a smidgin of timing applied to your shot, you'll find that computer golf is much less of a handicap than the real thing. And so much more fun! *Nick Faldo's Open Golf* from Mindgames started the trend in 1985, followed by Altantis' *Pro-Golf* in 1986. Konami's *Golf* recently struck a hole in one, and US Gold's *Leader Board* could well beat the opposition by at least a six iron.

Other popular angles games include snooker and pool. The first of these was Elite's *Pool* in 1983. Then came *Snooker* from Visions, CDS' *Pool*, *Video Pool* from OCP and finally *Steve Davis Snooker* from CDS in 1986. Interesting, eh Ted?

"Here in Sheffield, the Crucible is alight as this gripping frame enters its third week. Marvellous safety play all round"

"Zzzzzzz."

Code Masters' recent cheapie, *Professional Snooker Simulation* is probably the most sophisticated entrant yet, giving you a player's eye view of the balls, as well as the more usual view from above.

Staying inside for the moment, let's consider darts. This tends to be more difficult to convert than snooker, probably because it's harder to represent the 3D skills of darts playing than the cue ball whizzing across the table. 1984 saw *Bullseye* from Mastertronic and Artic's *On The Oche*. Not forgetting, of course, the late, lamented *Dartz* from Automata, with its alcohol-induced Wobble Factor and the contestants that fall through the floor 'cos they're too fat. Now that's what I call lifelike!

Let's Get Physical!

Recently, though, programmers have moved away from these intellectual pursuits and concentrated more on the physical.

"Now this is where I come in."

I'm talking about martial arts, you gormless tottie. Ignoring the heavily plotted fighting games, there are still genuine simulations, most notably the original *Way Of The Exploding Fist* and *International Karate*. They let you experience the cunning and timing of the trained fighter with just a few jiggles of the joystick.

The boxing games were less memorable. They were a short-lived craze in 1985 but, boy, did some of them hit the mat! Only *Barry McGuigan's World*

FUTURISTIC SPORTS

'87 • **Hyperbowl**/Mastertronic
• **Impossaball**/Hewson

RACQUET GAMES

'84 • **Match Point**/Psion

'85 • **Superbrat**/Atlantis
• **Jonah Barrington's Squash**/ New Generation
• **Ping Pong**/Imagine

'86 • **Tennis**/Imagine

CONTACT SPORTS

'85 • **Barry McGuigan's Boxing**/ Activision
• **Rocco**/Gremlin
• **Frank Bruno's Boxing**/Elite
• **Way Of The Exploding Fist**/ Melbourne House
• **International Karate**/System 7
• **Knockout**/Alligata

'86 • **Rock'n'Wrestle**/Melbourne House

'87 • **Uchi Mata**/Martech

PUB GAMES

• **Pool**/Elite

'84 • **Snooker**/Visions
• **Pool**/CDS
• **Bullseye**/Mastertronic
• **On The Oche**/Artic
• **Dartz**/Automata

'85 • **Video Pool**/OCP

'86 • **Steve Davis Snooker**/CDS
• **Pub Games**/Alligata
• **180**/Mastertronic

'87 • **Professional Snooker Simulator**/Codemasters
• **Indoor Sports**/Advance
• **Tenth Frame**/US Gold

OLYMPICS

'84 • **Olympics '84**/Storm Software
• **Winter Sports**/Electric Dreams

'85 • **Daley Thompson's Decathlon**/ Ocean

'86 • **Daley Thompson's Supertest**/ Ocean
• **Ski Star 2000**/Richard Shepherd Software
• **Hypersports**/Imagine
• **Geoff Capes Strongman**/ Martech

'87 • **Winter Sports**/US Gold
• **Brian Jack's Superstar Challenge**/Martech
• **Winter Games**/US Gold
• **Video Olympics**/Mastertronic
• **Olympiad '86**/Atlantis
• **Winter Games 128**/US Gold
• **World Games**/US Gold
• **Micro Olympics**/Database
• **Olympicon**/Hitech

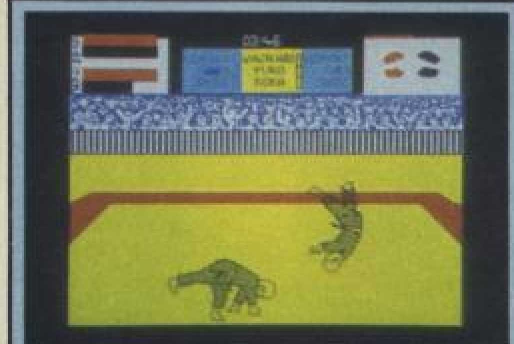
10TH FRAME
US Gold



It's a strike! Yes, US Gold's latest sports simulation is bound to bowl you over and pin you to your Spectrum! Bowling it may be, but you won't see any old codgers wheeling away over the lawn as the paramedics stand by, and there's absolutely no sign of Sir Frannie Drake — he's away singeing the King of Spain's beard. No, it's the fun sort of bowling — ten pins, indoor alley and all the local luscious lovelies looking on admiringly as you notch up your 23rd consecutive strike. Ah, to dream...

As with the droolingly awaited *Leader Board* US Gold has tried to provide as realistic a simulation as can be squeezed out of the poor, harassed Speccy. You can bowl the ball with different speeds, and with hook or swerve if you want to. Timing, of course, is crucial. There are three skill levels, the easiest of which is the 'Kids' level. And you also have the options of playing in teams of up to four, as individuals in open competition or against the computer. Luscious lovelies are regrettably not provided, but you still have all the bowling jargon — Brooklyns, spares and splits — to keep you company. The only really complicated bit is scoring, as it usually is with American games. Why don't they use a nice simple scoring system, like cricket?

UCHI MATA
Martech



Oh, the inspiration of the mystical Orient! It's remarkable the way a lowly Fourth Division football team has changed the face of computer games (just as well — it was unpleasantly spotty). But now, after countless lousy ninja/samurai games, comes the real thing — a proper simulation of judo at world class level.

And it'll take more than a few oofs and scuffles before you blag your black belt off *Uchi Mata*. In this game, joystick movements match, as far as possible, the different throws you can make on your opponent. In other words, moving the joystick in the direction that you feel would produce the desired effect, usually does. Fab, huh?

Of course, judo is much more civilised and intellectual a pursuit than all the aaaaiiiieeeeee-thwak games and Martech has put a lot of work into getting this one right. You can play on three different levels — the computer responds naturally to your increasing skill, and you can be Player one or Player two — there are differences!

The game will recognise all legal moves, so don't kick someone in the Quantocks, 'cos you'll get done for it. It's still in the final stages of preparation, but *Uchi Mata* should be out by the time you read this.

INDOOR SPORTS
Advance



When the weather's too frosty for a roll in the mud, there's nothing quite like an indoor sport to keep you occupied.

Now Advance has put together four of the most popular sports for non-sporties, and they're on their way to the Spectrum.

Table tennis really puts the ping back in ping pong. The disembodied bats can hit the ball in a variety of ways, and there's a practice option to let you develop your timing.

Next up is that other computer favourite, darts, but I bet you've never seen a version like this! Stop a horizontal bar below the board to choose your arrow's elevation, then select power. Watch it cut to a screen showing your man (suitably flabby) throwing the thing, then back to the board for a big close-up of it arriving.

Air hockey's a real novelty. Two players knock a puck around a table which resembles an inverted hovercraft and plays like an ice rink. At its best the computer is all but unbeatable.

Finally it's time for a bowl. Try to knock down the ten pins with a well aimed shot, adding a little swerve if you like. But the game carries a government health warning — failing to remove your finger from the ball could be damaging to your health!

Championship Boxing looked anything like a contender, thanks to its training element, but *Rocco* and *Frank Bruno's Boxing* just went onto the ropes. Somehow boxing lacks the long-term appeal of judo and karate, perhaps because it's more about withstanding pain than dishing it out.

Track Stars

That's not something you can say of another famous craze. Remember the joystick waggling athletics games that have been popular over the last couple of years? People who played them were recognisable in the street by their wildly overdeveloped forearm muscles, while joystick wrist became a medical condition. And they're still recognised popular

Yes, athletics games really do capture the exhaustion and excitement of the original. But since the early days of *Olympics '84* by Storm Software, they've thankfully developed beyond simple waggling, eh, Rachael?

"Don't knock it, sport."

And as more games came onto the market, the software companies regularly used star names to hype their collections into the public eye. *Daley Thompson's Decathlon* and *DT's Supertest* were probably the best known, even if Daley did look a bit weakly — his sprite was suspiciously pale! Then Martech signed up two big blokes in 1985 for some very odd games — *Brian Jacks Superstar Challenge* and *Geoff Capes Strongman.* The 'sports' in these games included log chopping! Whatever next? Welly hurling?

My favourite, though, is the relatively recent *Winter Games* from US Gold, particularly the 128 version which came out in 1986. This one has a wide variety of icy activities, from bobsleighing and ski-jumping to figure skating, which calls for some clever control if you're to gain style points. US Gold's about to try that formula again — *World Games* is due out soon.

Team Work

So far we've not talked a great deal about team sports, probably because so many of them come a cropper on the Spectrum. There hasn't been a decent game about cricket yet, for instance, though Ian Botham and Graham Gooch were both put into bat in 1986. Football, on the other hand, has done much better. Perhaps that's why no-one plays or watches the real thing any more — they're all at home loading soccer sims into their Speccies.

Kevin Toms' 1982 hit, *Football Manager*, is one of the all time stayers in the field. Originally written for the ZX81, it's gone through several facelifts, including the addition of match highlights for the Spectrum. But the real action remains in team selection, not on the pitch. It's not the most sophisticated game in the world, but over the years it's proved to be one of ▶

the most popular.

We didn't start punting the ball about, though, until the arrival of Ocean's *Match Day* in 1985, recently upgraded to *International Match Day* for the 128. But programmers of footie games face two major difficulties. The Speccy's notorious attribute problems mean that players can change colour rather confusingly. And as you can't control all eleven men at the same time, the computer has to nominate one — and he may not be the one you want!

"I wouldn't want a computer choosing my men."

I should hope not. It's a problem that bedevils footie games to this day. There've been lots of contenders for the championship, though. 1986 was World Cup year — there were two World Cup games, US Gold's *World Cup Carnival* and Artic's re-released *World Cup Football* though loads of people spotted the, er, similarities! As far as I'm concerned, though, the most exciting footie game I've seen so far is another management one, *Brian Clough's Football Fortunes* — and that's primarily a board game. Brian couldn't be with us tonight, although we understand he was 'chuffed', but here's another famous manager. Opinions, Ron?

"Well, I'm choked, Brian, choked that I didn't think of it first. But football's football — if that weren't the case it wouldn't be the game that it is. And at the end of the season you can only do as well as what you have done. Gis' a job."

If there's one team game that really scores on the Speccy, it's American Football. Thanks to Channel 4 the sport's been receiving tons of coverage. We had to wait a long time for Ocean's *Superbowl* in 1986, though some would say not long enough! Bug-Byte's *American Football* concentrated more on choosing the right plays, after which you got an overhead view of the little men scampering about. It was more a case of outthinking your opponent than getting down there in the muddy Astroturf, but I rather liked it. Rachael?

"23-54-3.14 HIKE!"

The success of these games has convinced software houses that there's gold in them thar Yankee games. The Harlem Globetrotters' fave sport scored a basket with Imagine's *World Series Basketball* in 1985, though I thought Ariolasoft's *Basketball One On One* was more fun. And transatlantic rounders came next — the best bash at baseball was from Advance who gave us *Hardball . . .*

"I'd see your doctor about that one!"

2001 — A Sports Odyssey

So are there any ideas left? Which sports, if any, have yet to be squashed into the little black box? Software companies are finding their way round this problem with a new generation of futuristic sports to satisfy our SF-raddled urges. It's an interesting trend. Programmers can create games by taking aspects of real sports which they then tailor to the Speccy's capabilities. *Xeno* from A'n'F is a sort of ice hockey for two players, and one of my favourites.

If they do play anything, it could be *Room 10* from CRL. This features spectacular 3D graphics and is both playable and addictive. What's more, it features two bats and a ball. It may be set two thousand years in the future but at its heart is the same simple formula that made *Pong* so successful. Nothing really changes!

A QUESTION OF SPORT

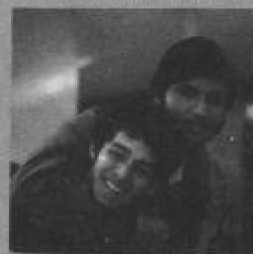
So what do you reckon to Speccy sports sims? Down at the Microfair, this is what some people had to say...



Christian Cerri, 14, lives in Bramshot Chase **Sports** Rugby (plays No. 8), rowing, water polo (the game with the hole) and swimming. **Funniest sports commentator** "Can't remember his name but he keeps saying, 'It's a monster?'" **Fave sports sim on the Speccy** *Way Of The Tiger* **Naffest sports game** *Ninja Master* **Are sports sims like the real thing?** "The footie ones are totally unrealistic but the kung fu games come pretty close."



Alex Rhodes-Dimmer, 12, of Kingston, canoes and plays Rugby (2nd row). **Fave item of sports wear** Snazzy trainers just so long as they've got velcro on them "'cos I'm lazy". **Sporting hero** Daley Thompson **Funniest commentator** David Vine **Fave sports sim on the Speccy** *DT's Supertest* "even though I'm useless at the tug-of-war" **Naffest sports game** *Pool* on 2.99 Classics **Are sports sims anything like the real thing?** "Some are, but the running's a joke.



Khalid Jamil, 17, and **Anthony Johnson**, 18, both come from London and neither of them plays any sport. **Khalid** "I do watch the cricket highlights and American football on the telly though!" (*Very energetic! Ed*) **Fave item of sports wear — Khalid** Trainers "Adidas or Nike"; **Anthony** "Same, but I don't wear them for sport." **Sporting hero — Khalid** Daley Thompson **Anthony** Sebastian Coe: "I like watching people run!" **Best sports sim on the Speccy — Khalid** *Exploding Fist* and *Hypersports* **Anthony** *Rock 'n' Wrestle* "'cos I won it in a YS compo!" **Worst sports game — Khalid** *Video Olympics* **Anthony** *Chequered Flag* **Are sports sims like the real thing?** "They just let you get more experience before you try it out for real — no way is *Rock 'n' Wrestle* going to turn you into a wrestler!"



Michael Hallam is "getting on a bit" **Sports** Table tennis, darts, snooker, golf , badminton, ski-ing: "I learnt when I was forty mumble mumble". **Fave item of sports wear** My shorts **Sporting hero** Raich Carter, goalkeeper for Derby in 1946 **Funniest sports commentator** Murray Walker **Best sports sim** *Hypersports* **Naffest sports game** *Video Olympics* **Which sports game would you most like to see on the Speccy?** "A ski-ing simulation.



Richard Hallam, mental age 2, real age 12, comes from Zegatron, a small planet in another galaxy, but he's now taken on human form and lives in Bourne End, Bucks. **Sports** Basketball, snooker, swimming, Lau Gar (one of the styles of Shao-Lin kung fu), Rugby and Golf. **Favourite item of sports wear** V. small bikinis "on girls". **Sporting wally** Gary Lineker 'cos he scores all his goals from the six yard box. **Funniest commentator on the telly** David Coleman **Fave sports sim on the Speccy** *Nightmare Rally* **Worst sports game** *Ole Toro* — "a rubbishy game!" **Are sports simulations like the real thing?** "No way — jiggling a joystick's nothing like playing kung fu.

UCHI FEET

An Interview with Brian Jacks



You've bought the pyjamas, taken your lessons and broken your collar bone... now play the video game! Let's hear it for Judo champ and adviser for Martech's *Uchi Mata*, Brian "Superstars" Jacks. Yaaaaayyyy! Worra hunk!

T'zer: How did you get involved in developing computer games?
Brian: I had the idea for *Brian Jacks Superstars*, 'cos there wasn't anything like it. Then I did the judo one from there — *Uchi Mata*. That's a phenomenal game, it really is. Technically it's brilliant! To get a guy jumping up and kicking his leg in the air, that's quite simple. But with the judo, you've got a man facing another man, then he turns in, throws him over the top and he tumbles over. . . It's real genius piece of work.

T'zer: What was your involvement with it, then?
Brian: All the technical side. I helped to design what it looked like from the front, the referee's signals, the movements and so on. Martech did a video of five of us doing judo, and we sat down and discussed it and worked the game out from there.

T'zer: Have you got a computer?
Brian: Yes, I've got a Mattel Intellivision. They're great. You can have an intelligent game of, say, ten pin bowling, baseball, basketball, tennis, or snooker, where you actually have to strategically work out what you're going to do. Whereas in normal computer games you don't get that, there's no strategy. You just do that (zap) and hope for the best.

T'zer: What does Uchi Mata mean?
Brian: It's a throw, which in Japanese means Inner Thigh Throw. In other words you attack the inner thigh. (Laugh) Most people attack it about here. . . (slap!) . . .but I aim in the middle. It makes 'em move a bit quicker.

T'zer: Do you think sports simulations capture the real flavour of the game? Is it just like playing the sport?
Brian: On my computer it's exactly the same. If you played me on the machine, like, football, you can pass the ball, you can dribble it, you can shoot it. It's just the same. Except you don't get out of breath.

T'zer: Who's your favourite sports commentator?
Brian: David Coleman. (*Errrrrrr... extraordinary! Ed.*)

T'zer: Finally, were you ever a trainspotter?
Brian: A what? A *Trainspotter*? Nah, never.

T'zer: Hmm, thought not!

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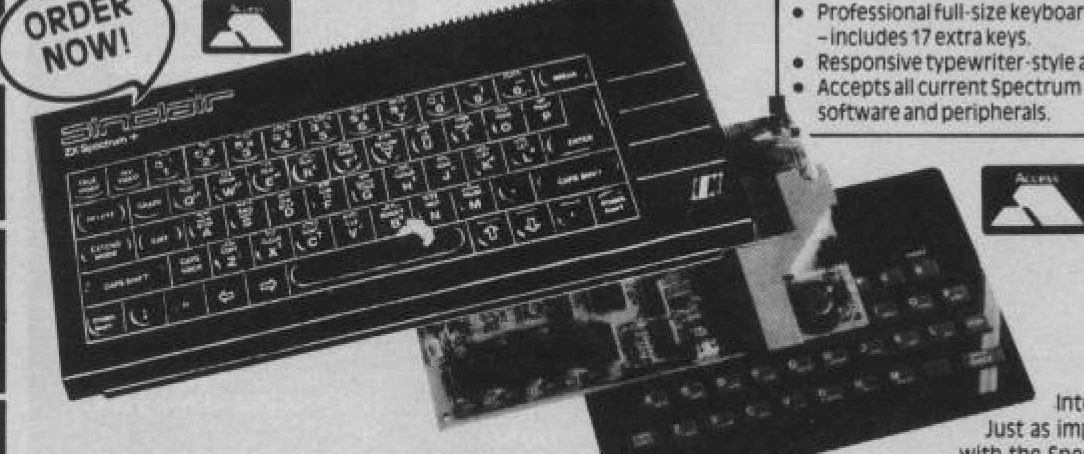
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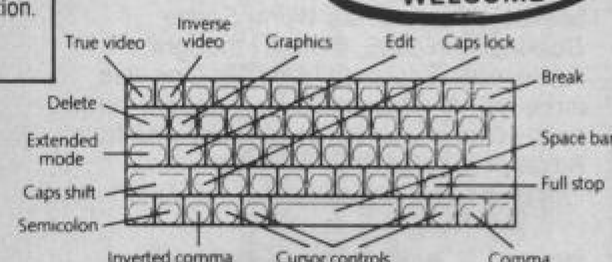
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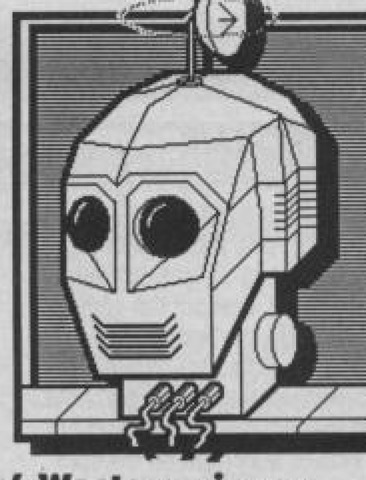
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HACK FREE ZONE



And now, for your listening pleasure, that famous Italian Country 'n' Western singer, Hank Frizone . . . (applause). Well, okay it's just *Hex Loader* with a whacking three pages of hints 'n' tips!

Wadda ya mean 'just', ya big brass razoo? Why, I've half a mind to spank your botty for that! (*You've always had half a mind, you metal twerp! Ed.*) S'pose I asked for that.

Hiya, my little cheese and spring onion sarnies! How are you? Awight? I'm awight, are you awight? Awight! What a fun 1987 I've been having, I can tell ya! I came back from me pre-Easter hols (as a bleeper on a pelican crossing) to find me little mailbag has grown out of all proportion. In fact, most of the *YS* team were using it as a roundabout in the car park! Gosh! Then, when we finally got it through the door, we discovered a team of mountaineers assaulting the north face. They were pretty miffed when I told 'em it was just a mailbag. Took me half an hour to get that ice hammer out of me audio pickup. It only hurts when I listen, so sit back and I'll do all the talking.

COBRA

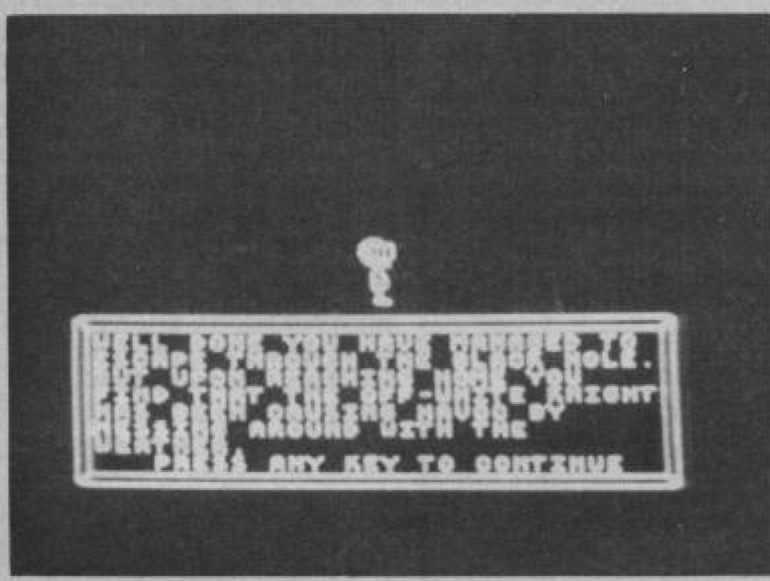
Grrrr! I really hate this game! No, I really do. It's too fast, too tricky, too difficult and too blimmin' stupid . . . a bit like the movie really, but let's not digress. What? Who's that? There's somebody tugging at one of me tentacles. Oi! Gerrof! What do you want? **"Hi, it's me, S. Sharpe of Aylesbury, Bucks."** I'm sure it does, but what do you want? **"I've got a cure for the *Cobra* disease . . ."** You have? O joy, O light, and what, pray tell, is this little golden shaft of twinkly light thou hast on offer? **"It'll cost ya!"** Cop this! (Thwak!) **"Ow, alright, no need to get violent. It's easy if you get a friend to hold down the N and M keys while you play with the joystick. The game slows down! If you've got a Speccy+ or 128, you can wedge a coin between the N and M and the Space Bar!"** Well! I'm speechless. A mechanical cheat! Well ripple me raspberries!

NEXOR

"I'm wondering . . ." says **Anders Naslund** of Sweden, **". . . if Phil, the one who reviewed *Nexor* in the Nov issue of *YS*, knows what he's talking about."** Y'know, I often wonder that as well. I wonder if he even knows he's talking sometimes! (*Oi Loader, whatchit, or I'll loosen a few screws for ya! Phil.*) Do go on, Anders. **"Just because *he* couldn't get past the opening screen, he depreciates the game and only gave it a five rating. It deserves at least nine or ten. The opening is so easy to master, anyone can do it! First you jump right a few leaps and then you quickly change the direction button to backwards, and don't take your finger off the jump button. This Phil guy must be old to computer games if he gave up so easily and didn't even think about how he could cross the catwalk."** (*I'd still rather watch my washing, Anders!! Phil*). Oi, take yourself off, this is my column, you Philip so-called Snout! Sorry Anders, it's all Phil's fault. They won't let *me* review games. Just 'cos I asked for bribes. Huh!

KNIGHT TYME

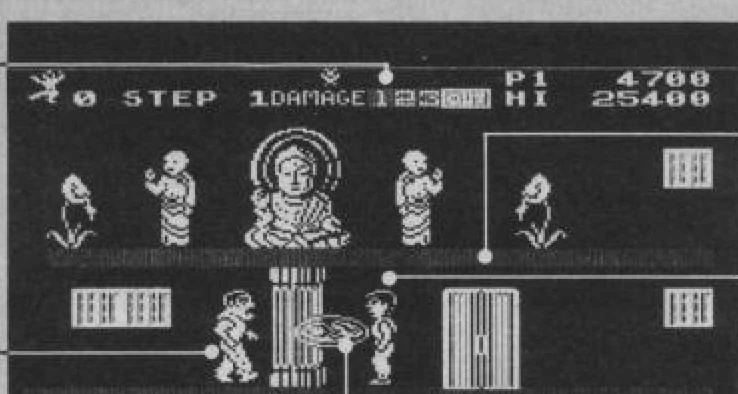
Holy documentary evidence, Batman, it's living proof. (*What are you talking about? And don't call me a proof! Batman.*) **Jonathon Barr** of Newtownbreda, Belfast, has snapped a piccy of his triumph (not his bike, stupid!) in the game *Knight Tyme*.



"I completed *Knight Tyme* in 11 minutes and 23 seconds. I achieved 100% and had 23 days left. My record is 100% and 28 days left. Is this the best score yet?" Dunno, Jon. What do you think, Zoners?

SHAO-LIN'S ROAD

Tips by Grasshopper



Don't just bump into people in the Temple, 'cos it soon runs down your energy score! Kick 'em firmly in the goolies first and ask questions afterwards. That's the way of Chin's Shao-Lin! Watch where you're walking.

These big beefy guys are hard to beat. You have to kick them three times before they'll keel over. Actually, you *can* get them in one if you hit them exactly right, but this takes a lot of practice. Don't just sit there, beat 'em up!

I thought there was s'posed to be a Lion, a Witch *and* a Wardrobe. We seem to be stuck with just the Wardrobes at the moment, but hang on, what's this . . .? Oh, this is where the hard men from the Temple appear. Kick 'em before they materialise.

Mind your head! Try not to hang about, 'cos there's a bunch of well 'ard geezers just itching to stomp on your head. Watch where you jump up or down to as well, 'cos if you jump into a mean dude on another level . . . OOF!

Here's Lee. There are two basic ways he can beat his opponents — to hit one player use the high kick by pressing the fire button when facing in the enemy's direction. To hit more than one player press fire and diagonal up for a flying kick.

Always hit the flying dishes and pots whenever you can. You get 1000 extra points for each of them, so it's worth jumping along to catch one if you happen to miss it the first time. Just an ordinary kick will do!

DRAGON'S LAIR

Is this *Dragon's Lair* or Dragon Slayer? Go on, tell me! Hey, you! **"Who me?"** Yes, you, **Anthony Hetherington** of St. Ives, gimme a hint . . . **"Well, first put the game on keyboard. On the first screen get to the middle of the disk. When the wind monster appears (parp) hold down the movement keys and fire. You should stay right on the spot."** No I meant . . . **"On the second screen, stand still, but keep pressing fire. Once the first lot of nastiness has gone you can move on."** No I meant what is the name . . . oh forget it!

HELP: GLIDER RIDER

Help! I need somebody, Help, not just annybody . . . and now over to the HAYLP section of the show. That's Hex's Aid for Young Losing Players . . . Ha ha ha ha ha ah! (Well, I thought it was funny!) I've got this letter from **Mark** Any-game-you-can-play-I-can-play-better **Wiltshire**, of Canvey Island in Essex. He says **"I've got a problem."** Ooo. **"No, not that sort, a gaming problem! Anyway . . ."** Oi! This is a family show! What *is* your problem? **" . . . I've just bought that new game from Quicksilva called *Glider Rider* . . ."** Oh that explains it!

"It says in the Mission details that you've got to destroy the external reactors. What in the name of Turnip Soup are *they*? Also, when I try to blow up something, nothing happens except for the sound of the grenade dropping. Is it a bug? Am I doing everything right? Can somebody please, please, please tell me something about the game." Right, who's played *Glider Rider*, eh? You! Yes you! You've done it, haven't you? Well, don't just slouch there, help this poor lad! (Incidentally, you might be helped by the map printed further on in "The Zone". Snort!)

QUAZATRON: Part 1

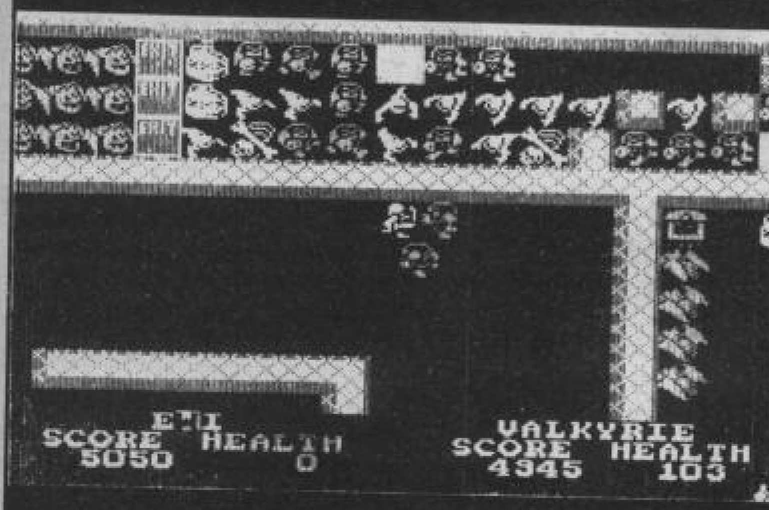
Just a cotton picking rooting tooting shooting. . . phew!. . . minute there, **Miguel Tarrul** of sunny Braga! We've done this one. **"Not a full sheet of hints and tips for you to serialise, you haven't."** Oh. Can I fill up lots of space with it? **"Yep."** Brill. Do it! **"If you start on the Yellow Level (top of the city) you can clear the whole level, 'cos the droids are easy to kill. In order to gain an advantage in the grapple mode, switch to that mode once or twice. Next, go to the green level, which is set below the yellow one in the right side. Grapple with an R5 droid and take the disruptor shield. With this in your possession, you're able to move to other levels, without fear of being destroyed by disruptor weapons (the blue flash that destroys your droid!). On this level try to grapple for a disintegrator. This weapon and the shield require lots of energy, so don't shoot unless you really have to.**

"If at any time you need a power source and there isn't one to be found, switch to grapple mode and grab the first droid you meet. Now take his power source. If you don't have a powerful gun and you find yourself on a crowded level, keep away from the edges! That's the way to get yourself trapped, and run your energy down." Hey, thanxx, big Miguel. I really like *Quazatron*. No, really I do! To me it looks like one of them Walt Disney films, with all those cute little animals dancing to La Cucaracha. . . you know what I mean. Ffttftf! Wow!

ACADEMY

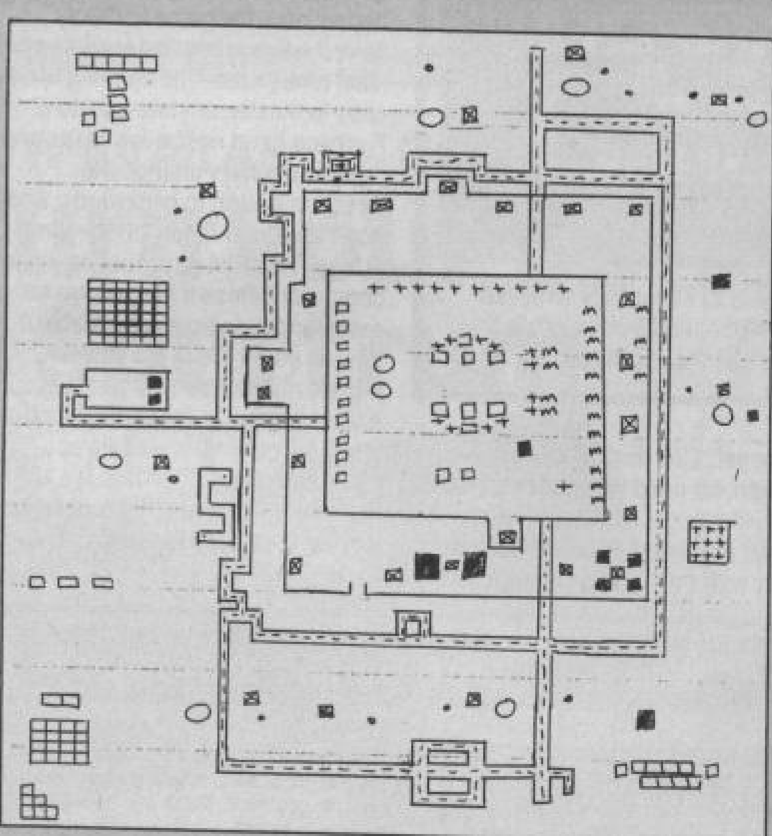
Wasn't this a song by Lionel Richtea? Acada-you acada-me? Nah, couldn't have been. . . What do you think, **Andrew** "Elite" **Cope**? **"Here are a few hints for *Academy*."** That's not what I asked, but go ahead, fruitbun. **"In the 'If It Moves' scenario, play exactly like *Tau Ceti*, in other words edge forward and use scanner. In 'Red Dawn', use the same tactics as above but use bomb on factories. In 'Meltdown', put on your Elite uniform and Go For It! You'd better be a darn good combatter, though. In 'Softly, Softly' the mines form a kind of Race Track — watch out for the irregularly spaced ones, 'cos they're not mines, they're 'thingies'! Don't move along the spoke in 'Cipher' — attack at right angles and use *Tau Ceti* tactics. In**

GAUNTLET Hints by Liz Walkland



Exit makes the heart grow fonder. On the first level, if you fight your way up to the top right hand corner of the screen, you can skip straight to level 8, collecting three lots of food on your way. Kill everything that looks nasty, except green Death, which you'll have to avoid like the plague — he'll whip 200 health points if you don't. Be careful near potions — don't fire at them or you'll lose them, that goes for food too. Once your status display starts flashing, be quick on the Caps Shift or Space key (depending on which hero you are) to reincarnate your mate. You can go on for ever if you do this rotation. (Well, almost).

SON OF GLIDER RIDER



KEY

Landmarks
- □ — Bunkers
- M — Missiles
- + — Towers

Buildings
- ○ — Reactors
- ⊠ — Lasers
- ◦ — Pylons
- ■ — Bomb Supply

What? Another map in *Hack Free Zone*? Well, I should blimmin' well think so. And a very fine *Glider Rider* it is too, specially mapped and sealed with a loving lick (groo) by **Paul Sparrow** and **Lee Evans**. Swooper!

I hope you've all been paying attention to what I've been saying about wanting to see lots more maps. Look, they don't have to be very fancy, right, though they've gotta be good enough not to lower the tone of my column. So send me your mappage. And I might send you a badge . . . Okay okay, I *will* send you a badge. So get weaving.

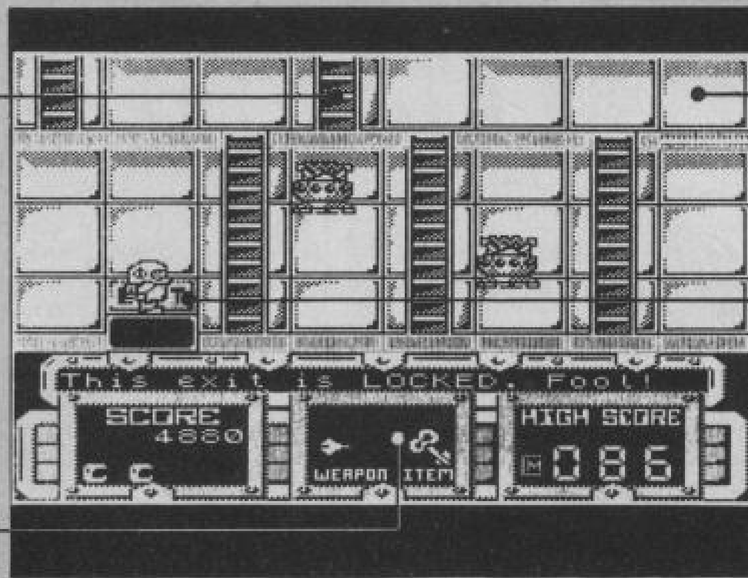


Okay, you Zoners. I'm not one to beg. . . okay, I'm begging, I'm begging! Puh-lease send your hints and tips and maps! No, I mean it. Playing tips can be just one or two pointers to better play, or a blow-by-blow solution to the whole darn thing. Maps must be drawn in ink (preferably black) on white paper, with a view to being shrunk to fit on the page. And here's the clincher. . . every letter or map printed in 'The Zone' gets a brand new badge!!! I'd love to win one myself, but as I've already got a couple of hundred, I think that'd be a teeny bit OTT. Send your mysterious missives to: Hex Loader, Hack Free Zone, *Your Sinclair*, 14 Rathbone Place, London W1P 1DW. (Yeeeeeeeeee Haaaaaarrrrrr!!!!!!)

FUTURE KNIGHT

Chivalrous tips by Vernon Glodatiada

Go carefully up this ladder and onto the next level. One false move here and you'll come sliding back to the bottom — painful and time-consuming. At some point before you reach level 5, use the platform key — it'll create a platform on a lower level, and you'll need this to escape.



Here you are on the 4th level. Before anything else, pop briefly out here and swop your safe pass for the platform key.

This leads down to the bowels of the ship. You'll need the safe pass to go right to the bottom, where you'll find the exit pass which lets you out of the ship. One snag is, the actual exit can only be reached from back on level 2 (groan). . . .

This is the securo key, and you'll find it in the dark recesses of level 5. Bring it back here and use it to unlock the exit.

the 'OK Corral' scenario, use *Tau Ceti* again, but use missiles on small and 'Sid Vicious' meanies. In 'Where To Guv?' don't, repeat, *don't* use the jump pads! Since navigation is awful, go West, then East, then slightly South to get to the action. Finally, in 'Hide And Seek' use Suppressor Droids (spinning tops) to stop the discs firing. Use bombs to destroy them." Gee, thanxx Andrew. Hello! Is it me you're looking for? Dum dee dum. . . (Twang!)

URIDIUM

Stuart 'Wozi' **Warwick** of Warwick (huh?) says he's found all the levels to Hewson's *Uridium*. Well, let's see now. . . **"I have, I have, I have, I have. . ."** Okay, okay, okay. Gerron wiv it! **"They are: Zinc, Lead, Copper, Silver, Iron, Gold, Platignum"** (is that spelt right?), **"Tungsten, Iridon, Kallisto, Tri-Alloy, Quadmium, Ergonite, Galactium, and finally Uridium!"** Golly. A veritable hardware store of metallic clattering verbiage. (Oh look it up, for cryin' out loud!)

"Hey, I haven't finished yet!" Oops! Okay. **"A bonus life is awarded every 10,000 points, so keep firing all the time. In the latter stages you have to squeeze through gaps, so be ready to twist onto your side. Kill a wave for a 1000 point bonus, and shoot all ground objects for another bonus. Speed up when you meet a port hole. If this isn't possible, wait till it gets up to full speed, then when it's just behind you dodge out of the way. It's helpful to map the stages, where possible, so you know what's coming up."** Right, finished? **"Yup."** Good. I dunno, give you guys an inch and you chew me ear off!

TRAP DOOR

Humph! I don't know whether my tummy has recovered enough, yet! All this icky food, like boiled slimies and eyeball (hmmmpp!) crush . . . oh, groo! I was about to tell you how to tidy up . . . at least **Paul Hobbs** of Southampton, **Darren Ross** of Sunderland and **Gary Davenport** of Cranleigh were. So, off you go, slimies!

"Tidying up — To tidy up, throw *everything* down the trap door. This includes the plant pots used to grow the eyeball plants, the vat, Drutt the Spider and all the worms.

"Opening the safe — Raise the crusher so that it's three quarters of the way up the screen, then push the safe under it. If you raise it too high, the safe will be crushed. If it's too low, then it won't open." Thanxx fellows! Wotta bunch of superberks, eh?

INFILTRATOR

What's this I hear? (Creep creep creep) Sound like . . . (creep creep) . . . somebody creeping . . . (creep creep) *Stoppit!* Who do you think you are, infiltrating your way into my office? **"Dean Kerr, actually."** Oh. **"I'm from Edinburgh, and I've got some useful codes for *Infiltrator.*"** Infiltrator, Twofiltrator, Threefiltrator, Four . . . **"And here they are:**

ENEMY CODES	FRIEND CODES
BOOMER	WHIPPLE
ZIPPY	HAYMISH
RHAMBOW	NAPPLES
SCUM	GIZMO
BUZZ	SETH
RATTIE	GOMER

"Well I hope that helps someone. But, Sir Hex, I'm having some problems with Landing. Every time I try, I crash. PS I think you're great. (Creep creep)" Ohwww, so that's what all the creeping was about! Well, thanx for the codes, anyway, Awight, you can creep off now. (Creep creep creep) Byee!

Right, that's it! E-NUFF! Finish! Finito! Kibbutz! (Huh?) In case you're wondering (and 'oo wouldn't?) what games I want mapping and hinting, here's the Hex Loader Want List:

Infiltrator (US Gold), *Impossaball* (Hewson), *Rogue Trooper* (Piranha), *Shao-Lin's Road* (The Edge) *Highlander* (Ocean), *Super Soccer* (Imagine), *Hacker II* (Activision), *Aliens* (Electric Dreams)' *Tarzan* (Martech), *Xevious* (US Gold), *Terra Cresta* (Imagine), and of course *Gauntlet* (US Gold).

So, get mapping, scrapping, zapping, cracking and (no) hacking. Get your feet off the street and give your TV some heat. Plug in your Speccy, get down, get blippin', get hi-scores and get wicked (narty mean? He he).

I'm waiting!

Click Bzzzzzzzzzzzzz . . . . . .

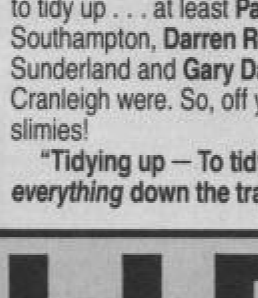
HEX'S HEROES

Click bzzzzt! Heyyyy, it's the Boss! 'Bown inna Yoo-ess-ay!' Wooooooh! Hey, wait a minnit, you're not the Boss, the everlovin' King of Rawk'n'Rowl! You're a skinny Swedish guy standing behind a cardboard cut-out of aforementioned Brew Sweatstain . . . **"On the 21st November I scored 1,802,850 on Elite's *Bomb Jack*. Apparently there aren't so many skilled players on this game. I think that's a pitty, 'cos the more trained you are, the funnier will the game be!"** Well, **Henrik Magnusson** of Uppsala, I think it's a pitty too! (What's he talking about?)

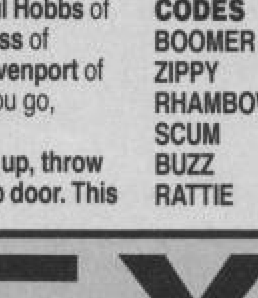
What's this . . . it's been in the post for a hundred years? (Ppppfffff! Cough cough?) Cor, look at all that dust. You're right. What's it say? **Adam Dixon** . . . Leeds . . . *Dynamite Dan* . . . completed . . .! Golly, this must be a relic of some far flung moment (equal to 1.5 mins in archaic measure, I'm led to believe) in time. When men were real men, women were the girl you fancied in Boots on the computer counter, and Spectrums were merely a timely obstacle in the course of true love.

Ah, poetry! Sometimes I amaze even myself. (Another well seasoned *Star Wars* quote.) Finally . . . Bbbbbbrrrrrooooommmm! WOW! It must be my favourite Formula 1 racing car **Andrew Carmichael**, with another load of zippy tippy flippy drippy nippy lippy hi-scores! Yay! Among his catalogue are *Jack The Nipper*, *Spellbound* and *Knight Tyme*, *Shrinking Fireman*, *Project Future* and *Dan Dare* . . . all completed. Cor, flip me, bless ya, do what, as it 'appens!

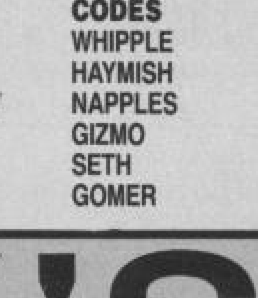
I'm off! Click Bzzzttt!



Henrik Magnusson
Bombjack/1,802,850



Adam Dixon
Dynamite Dan/completed



Andrew Carmichael
Jack The Nipper/100%

PRINT ME QUICK

Ram Electronics' new printer interface contains a word processing genie — *Max Phillips* rubs it up the right way. . .

Smart. That's what you'd call any chunk of hardware that's got enough software inside to think for itself. And there's no denying that Ram Electronics' RamPrint interface is a smart idea. After all, you usually buy a printer interface for two reasons; to chuck out program listings and screen dumps (which it does perfectly well) and to write the odd bit of wonderous prose. So why not build a word processor right into the interface?

Which is exactly what Ram Electronics has done. The RamPrint software sits in ROM inside the interface itself and can be called up instantly with a simple LPRINT "©WORD" whenever you're in the mood. What's more, because the software is on ROM, it doesn't hog the Speccy's RAM, leaving room for larger documents or whatever you happen to be working on. It's really obvious once someone's done it!

The software in this case is a nippy little program entitled *RamWrite*, a neat set up routine that lets you configure the interface by opening a menu window over the screen and carefully taking it away again when you're done.

There's also a COPY screen dump routine — this is much the same as the Speccy's built-in one (small, unshaded dumps) but it does offer the optional ability to dump text-only screens using the printer's text characters, producing fast, quality text dumps when necessary.

RamWrite itself isn't in the *Tasword 3*, *The Writer* or *The Last Word* league but it's adequate for letters and suchlike. Though there's no on-screen formatting, headers and footers, mail-merge and so on. . .

All the same, it's because it's so simple (and fast) that it's nicer to work with — those fancy 64 or 80 column displays are next to useless if you've only got a clapped out old TV anyway.

But besides the lack of features, there are other reasons not to go beserk over *RamWrite*. For one, it's all too easy to drive the cursor up past the beginning of your document. A bug that'll lose all your lovingly crafted words and can lead to the Speccy resetting! And although Ram doesn't take the trouble to mention it in its scrawny eight-page manual, all the software is designed for use with Epson-compatible printers. Most printers now use Epson codes but if you're using something a bit old or a daisywheel then you might have trouble with special effects like bold and italic and the COPY command.

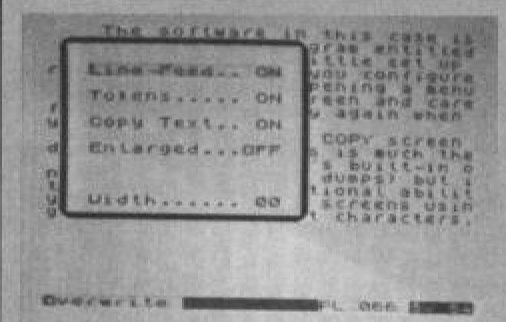
RamWrite will indeed let you send *any* sequence of printer codes you like to your printer — so even if your printer isn't an Epson, you can get it to do all of its special effects. Though you can't set up the built-in effects, like bold, underline, double-strike and so on to match your printer. And anyway, typing out all your printer's codes in full every time you need them is a pain in the fingertips.

The rest of RamPrint is a bulky but otherwise ordinary Centronics interface that'll let you hook up to most printers. It comes complete with a lead and the added extra of a Kempston-compatible joystick port (saves changing add-ons over all the time — there's no through-connector).

The interface works with all Spectrums, though 128 and +2 owners will have to use a couple of commands to get it going. Anyone still marooned with a 16K Spectrum won't be able to use the word processing software at all!

So okay, built-in ROM software is nothing new. And okay, *RamWrite* ain't quite the bee's ankles. But having instant access to it is brilliant and you'll probably use it more than you would a tape-based program.

Overall, the whole package is a pretty good deal — it's a smart idea that really ought to catch on.



IT'S A SET UP

RamPrint's Set-up window is activated with LPRINT "©SET" and appears over the top of whatever was previously on the screen. When you're finished with it, it vanishes, leaving the original screen intact.

There aren't many options because the interface software only deals with Epson compatible printers. If you've got an Epson or Epson-compatible, life is really simple. If you haven't then you won't find COPY and ENLARGED of much use.

FAX BOX

Product	RamPrint Interface
Price	£34.95
Supplier	Ram Electronics
Phone	(0252) 850085

The Writing's On The Rom. . .

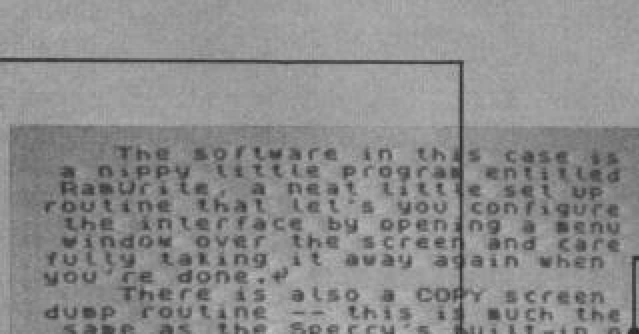
The *RamWrite* word processor can be summoned up anytime you're in Basic. You can even flick between Basic and word processing without losing a program in memory or the text you're writing.

The software will respect any RAMTOP setting you've made if it's below address 59999 (above this and there's no room for *RamWrite* to operate). If you haven't touched RAMTOP (and let's face it, you don't know where it's been), then *RamWrite* will automatically move it down to make room for a document.

Typing a number while in command mode sets up the number of lines per page. You can also set top and bottom margins though you can't specify a header and footer for each page. (Page numbers, incidentally, are optional and appear plumb-centre at the bottom of the page.)

As you'd expect, both INSERT and OVERTYPE modes are provided. Both work quickly, even with long documents.

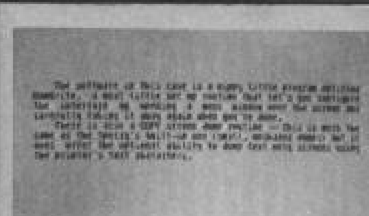
The command area allows you to enter single-letter commands to perform various operations. There's find, find and replace and the usual block delete, move and copy commands. Documents can be saved to tape or microdrive and an Append command lets you merge two or more documents.



● Formatting codes — single letter commands appearing as inverse in your document, such as b+ for 'bold on' and so on. They're easily learnt and not hard to use.

Ooooh . . . errr. What a mess! *RamWrite* doesn't do on-screen formatting. It doesn't even wrap whole words round at the end of the screen. So you get broken text like this as you're editing. Though it's okay for short documents, with longer ones, you end up doing loads of trial printouts.

Text may be edited in a 21-line by 32-column window. You can enter text, move around and backspace. For all other editing commands, press BREAK and go to the command area.

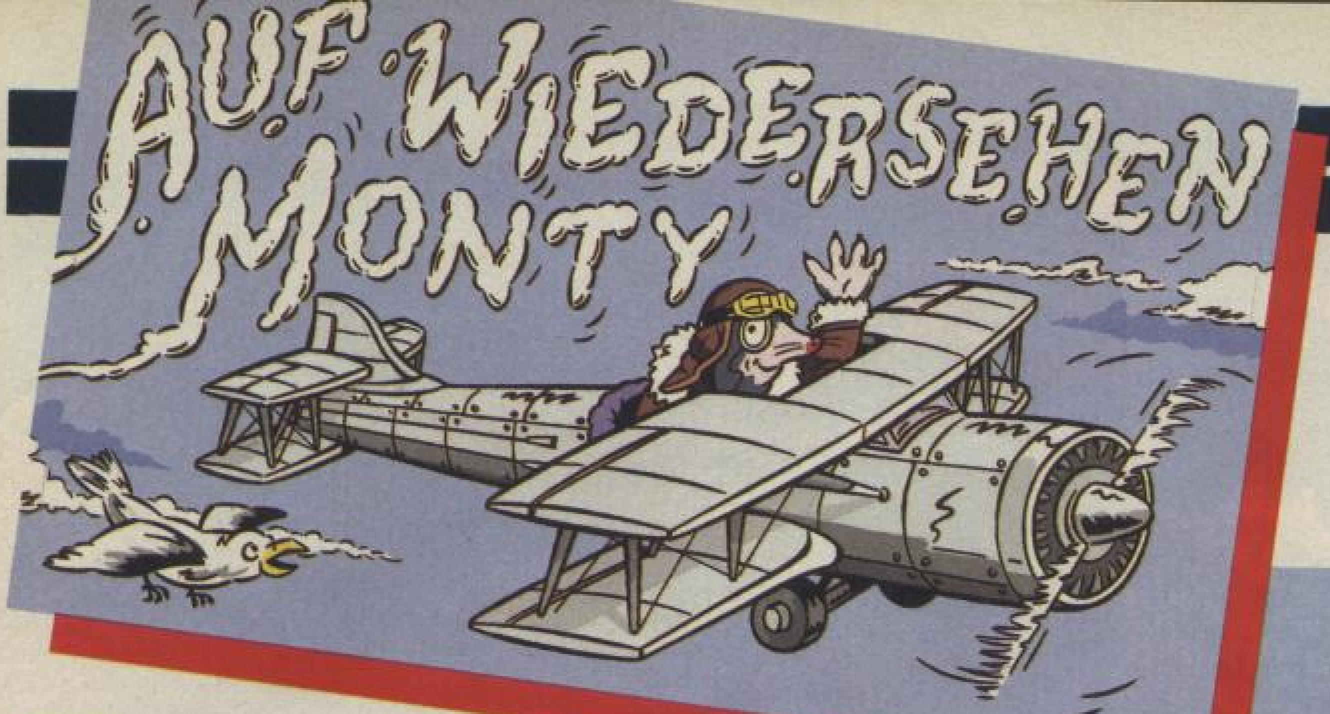


The next best thing to on-screen formatting — possibly even better — is a print preview. *RamWrite*'s Display command let's you see how your document will look before it's printed. The preview can be in 32- or 64-column mode and the cursor keys can scroll over even wider documents. You even get to see where underlining will appear when printed.

If only the editing screen stayed tidy by word-wrapping, then coupled to this facility, *RamWrite* would be much more practical for longer documents.



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Spectrum 48K
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Coming soon on MSX
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TRAP
Alligata Software Ltd., 1 Orange Street, Sheffield S1 4DW. Tel: (0742) 755796



So we meet again, Monty Mole. A lot of people thought you'd gone underground for good — or at least retired to Rio with Ronnie Biggs. But nope. It seems you're still On The Run...

This time Monty's made up his mind to jack in life on the wrong side of the tracks and go straight. Well, straightish. Just one or two more jobs and he'll have enough dosh to retire to his own Greek island — Montoss. No more running away from the rozzers.

The only trouble is Greek islands don't come cheap. Ex-Zorba-tent, in fact! And Greece is a long way from Gibraltar where the game begins — 80 screens away. Monty will have to make his way all round le Continent before he can safely dip his furry feet into the Aegean.

But hang on though, haven't we been here before? Not so much Auf Wiedersehen as dejà vu? The idea's a bit mole-eaten but the execution's brilliant. Most of the screens are totally fiendish and yet the game promises to be much simpler to get into than the previous Monty masterpieces. And some of the platforms will come as a real shock — literally in some cases. He's going to need all of his six lives and the couple he can pick up on his travels to get through.

But best of all, the game's got more jokes than Jimmy Tarbuck. There's the suicidal cowpoke who shoots himself in the head, the Japanese bloke who has a car dropped on him from a great height (clubbed by a Golf!), the Spanish plonk that gets Monty plastered. You may even recognise some of the more famous characters — Toulouse Lautrec reaching new heights in Paris, John Revolting and Olivia Neutron-Bomb bopping in a Greek disco. Every screen has a new suprise.

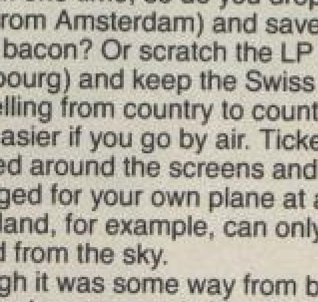
So, how's Monty going to make it to the moonlight and the Martinis in Montoss? Money, that's how. And there's only one way he knows of making that. Crime. Just a few little jobs you understand. Like nicking the Mona Lisa and fencing it with the Mafia down in the toe of Italy. Monty has to go into the dodgy import and export trade, wheeling and dealing his way round Europe. And the more tasks he completes, the more cash he can stash and the closer that Greek island becomes — in fact, a picture of it starts to appear at the bottom of the screen to spur him on.

Big problems start when you have to decide which objects are useful and which are red herrings. You can only carry four things at one time, so do you drop the tulips (from Amsterdam) and save your Danish bacon? Or scratch the LP (from Luxembourg) and keep the Swiss cheese.

Travelling from country to country is made easier if you go by air. Tickets are scattered around the screens and can be exchanged for your own plane at airports. Switzerland, for example, can only be reached from the sky.

Though it was some way from being finished when we saw it, Monty's new megagame looks like being the best yet. Let's just hope it is *Auf Wiedersehen Monty* and not Goodbye!

Monty Meets His Maker



In arctic-like conditions we traipsed across the Pennine Way through blizzards and snow drifts in search of mole maniac, Peter Michael, programmer of Auf Wiedersehen Monty.

What games have you worked on so far?
Monty Mole, Sam Stoat Safebreaker, Monty On The Run, Way Of The Tiger, Bounder, Trailblazer, Future Knight, Footballer Of The Year, Avenger and, of course, the latest Monty game.

Why Auf Wiedersehen Monty? Is it because it's the last one?
Sob sob... Yes, I have to admit it. We also called it that 'cos the game's set in Europe. You never know though, he may come back.

What's the biggest nightmare when producing a game like Monty?
The biggest problem is trying to get all the gameplay in. You know, getting the right mix of humour, difficulty and addictiveness.

Why did you choose a mole as a hero?
Gremlin's Managing Director, Ian Stewart, came up with the idea. He was into small furry creatures in those days.

Are you a trainspotter?
A what? Er... well I catch the train a lot, but they usually spot me and pull out of the station before I've got time to get on.

Let the plane take the strain. Just make sure you've picked up the machine gun or it could turn into a very one-sided dogfight when the flying squad gets on your tail.



Toro toro. Pick up the matador's cape in sunny Spain and a bull charges straight for you. Who said that's a lot of bull? It sure is!

Shurely shome mishtake. I jush drank thish bottle of Shpanish plonk and the joyshtick'sh gone all wonky. Up'sh not up and down'sh not down. It can't poshibly be me — can it?

Illustrations: Stephen Wright

, the underworld's furriest master criminal, has resurfaced once again.

this time Inspecteur *Tommy Nash* of Interprat is on his tail...

You'd be completely cuckoo to overlook the clock in Switzerland. It'll add more cash to your Swiss bank account.

A chef's hat? In Sweden? And what's that playing on your Speccy 128? Ah, the Swedish Chef's Song from the *Muppets*. 128 owners will hear a different tune for each of the countries on the map and there'll be a series of sound effects for bog-standard Speccy users.

Monty's been on the piste again. But unless you find the tools to repair the ski lift he's unlikely to get off it.

Check that you're carrying more than one plane ticket when you check into the airport. You may have a surprise in store — and a long wait in the departure lounge.



Andit'sNelsonPiquetracingi nfromthefrontohnoit'sNigel Mansellandwhat'sthisMont yMoleinhissoupedupC5tak-estheflag... Take a Walker, Murray! Down Monaco way you'll come across a simulation of the Monte Carlo rally. Your final position in the race gives you another number to add to your Swiss bank account.

Just one Cornetto — grab it from your gondola and you'll be given an extra life. Issa scream. A nice scream!

Where do moles come from? Moledavia, of course. Look for the gold crown and it could help you get ahead.

A taste of paradise. Your own Greek island set in a silver sea. But there's a lot of money to make before you make it to Montoss.



Monty can really get his rocks off in Gibraltar. It's not too tricky a screen just so long as he remembers to pick up the Eurocheque card and the machine gun.



It's all gone topsy-turvy and Monty's not even tipsy! When you come across platforms like these you can walk underneath them — that should wipe the smile off that Smurf.



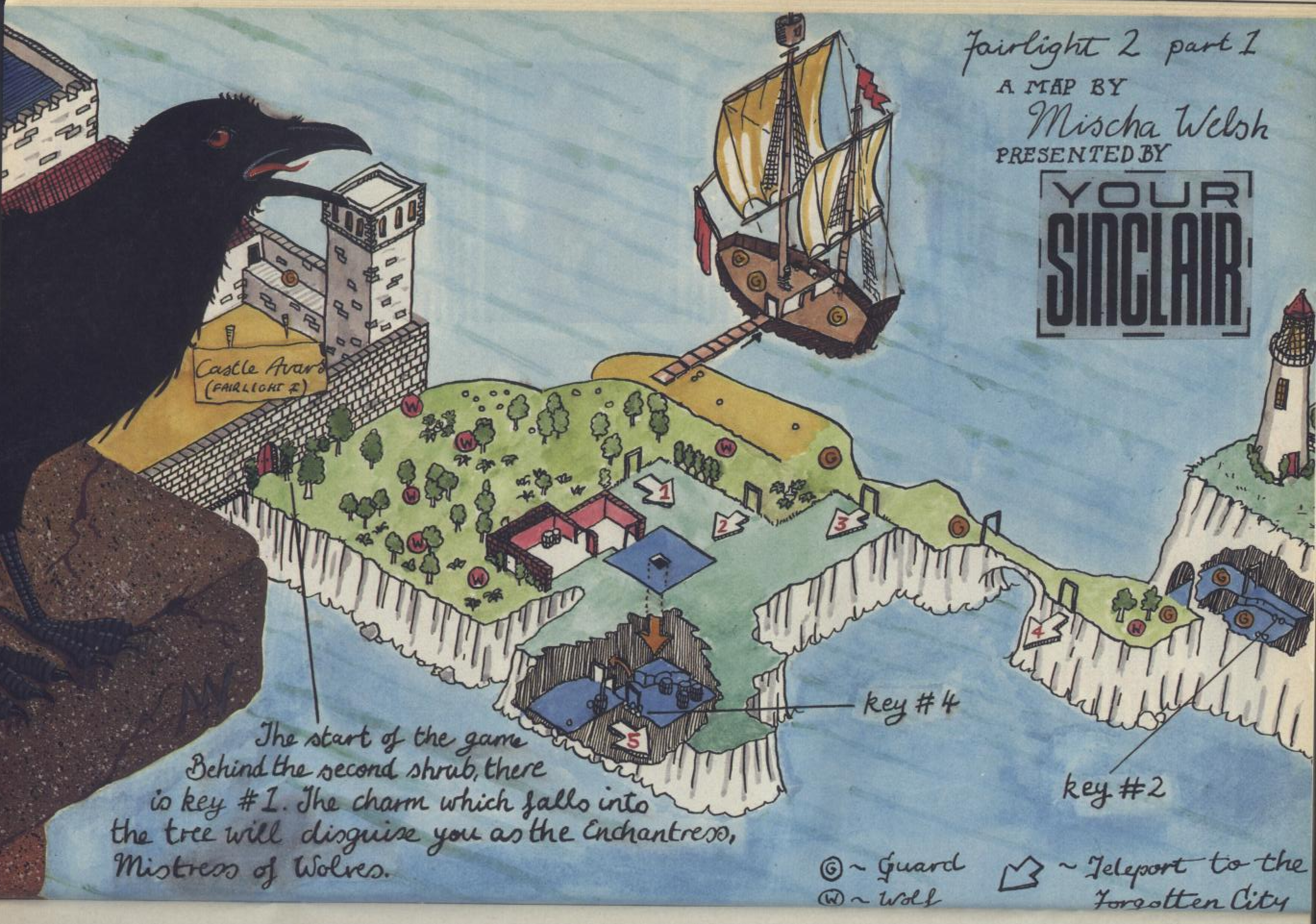
Wheeeee! We're in the Pyreneeeeees! And it's snow joke. If you're wondering which Monty's which, don't. All but one of the sprites will be changed in the finished game.



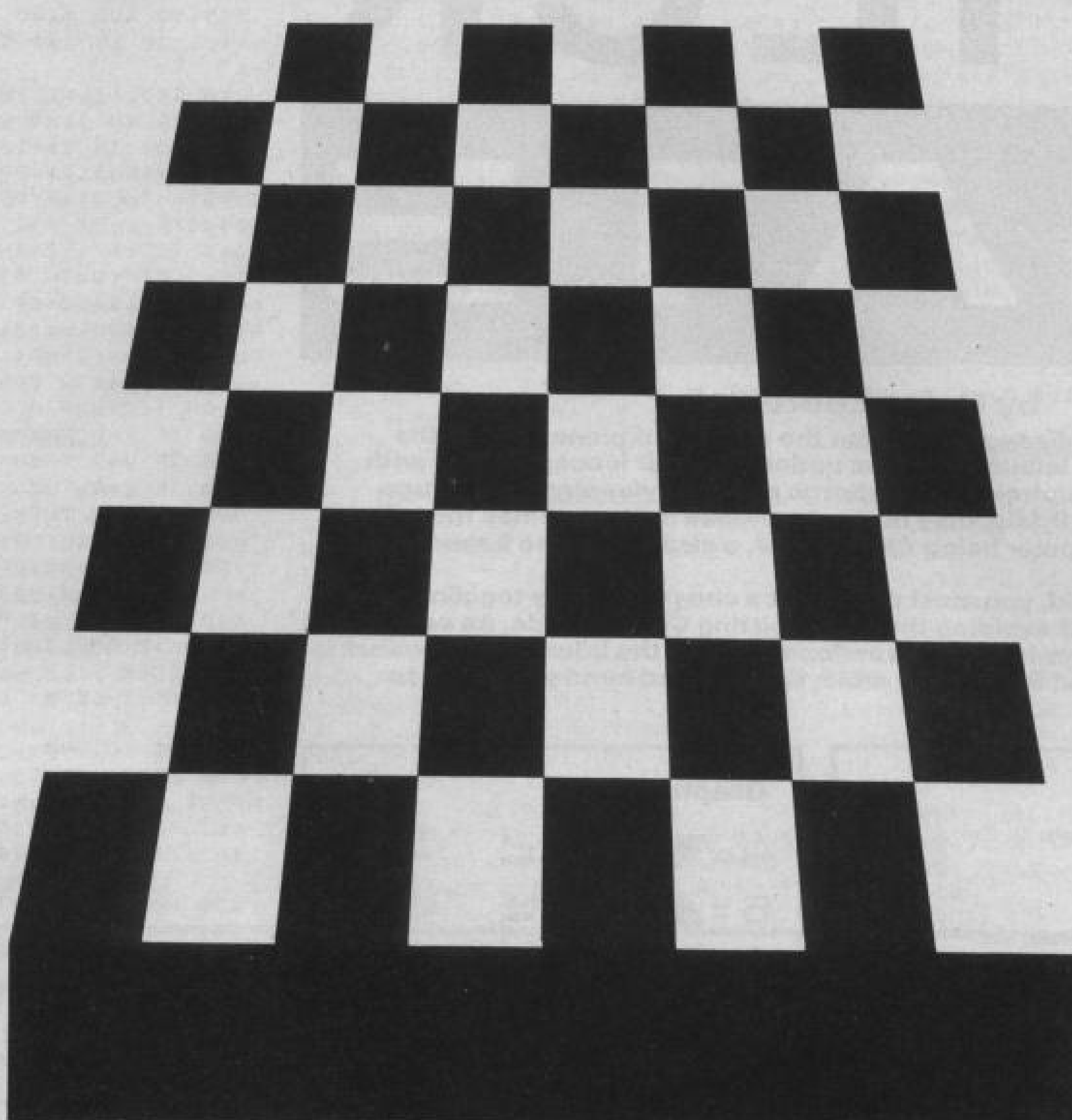
Get an Eiffel of this. But la Tour Eiffel could turn into an awful tour. Again, there'll be changes to the screen before the game's finished — Montoss won't appear till you've collected the cash.

FAX BOX

Game	Auf Wiedersehen Monty
Publisher	Gremlin Graphics
Price	£7.95
Release Date	Easter 1987



Fairlight 2 part 1
A MAP BY
Mischa Welsh
PRESENTED BY
YOUR SINCLAIR
Castle Avars
(FAIRLIGHT I)
key #4
key #2
The start of the game
Behind the second shrub, there is key #1. The charm which falls into the tree will disguise you as the Enchantress, Mistress of Wolves.
G ~ Guard
W ~ Wolf
~ Teleport to the Forgotten City



PROGRAM POWER

PULL~OUT

CHECK MATE

+

MAPS OF

GEORGE & THE DEADLY METEOR

BUBBLE TROUBLE

AVAILABLE ON DIGITAPE

CHECK MATE

by Peter Zoeteweij

Long after man had disappeared from the surface of planet Sol III, the robots lived on. The leisure complex under the polar icecap buzzed with activity, as robots, androids and cyborgs played and replayed the huge mechanical games. Oddly, they began to choose certain games more than others, the most popular being *Check Mate*, a strategy game based on a chess board.

As the control droid, you must construct a chess board by toggling the huge squares, whilst avoiding the laser spitting Cursordroids. As each square is set, another is toggled randomly across the board, so your work is really cut out for you! So, control droid, sit back and bend your mind to *Check Mate*.

Typing time: 1h 10m

Loading time: 56s

Serves: 48/128K

Graphics Key

A = ▜ E = ▟ I = ▙
B = ▟ F = ▙ J = ▜
C = ▙ G = ▛ K = ▜
D = ▛ H = ▛ L = ▛

Basic Program

The game couldn't be simpler this time around. Astonishingly enough, the listing is all in Basic (!), with machine code 2 channel music, and super (jolly dee) graphics, all loading up from data statements. So, just type it in, and save it to your favourite tape as SAVE "MATEY" LINE 1, and enjoy!

```
  10 POKE 23658,0: BORDER 0: PAPER 1: INK 7: BRIGHT 0: OVER 0: FLASH 0: CLS
  20 GO SUB 9000
  30 PRINT AT 2,0;"[graphics: CHECK MATE]"
  40 PRINT AT 0,0; PAPER 0; INK 4;"[graphics]";AT 21,0;"[graphics]": FOR f=1 TO 20: PRINT AT f,0; INK 4;"■";AT f,31;"■": NEXT f
  50 PRINT AT 9,2;"programmed by Peter Zoetewey";AT 11,13;"© 1986"
  60 PRINT AT 14,13; INK 4;"Press:";AT 16,8; INK 5;"I. instructions";AT 17,10;"K. kempston";AT 18,11;"C. cursor"
  70 RESTORE 9100: FOR f=1 TO 219: READ pitch: IF INKEY$="i" THEN GO TO 9200
  80 IF INKEY$="k" THEN LET ctrl=1: GO TO 150
  90 IF INKEY$="c" THEN LET ctrl=2: GO TO 150
 100 BEEP .1,pitch-12: NEXT f: PAUSE 50: GO TO 70
 150 FOR f=1 TO 19: PRINT AT f,0; PAPER 4;"                                ";AT 21-f,0;"                                ": NEXT f: CLS
 160 PRINT AT 1,1; INK 2;"[graphics]"; INK 4;"[graphics]";AT 20,21;"[graphics]";AT 18,1; INK 2;"[graphics]"
 170 FOR f=2 TO 17: PRINT AT f,1; INK 2;"■";AT f,18;"■";AT f,21; INK 4;"■";AT f,30;"■": NEXT f: PRINT AT 18,21; INK 4;"■";TAB 30;"■";AT 19,21;"■";TAB 30;"■"
 180 DIM a(8,8): DIM q(8,8): LET dif=9: LET l=3: LET s=0
 185 LET bon=2000: GO SUB 8500
 190 FOR f=1 TO 7 STEP 2: FOR g=1 TO 8: LET a(f,g)=7: LET q(f,g)=7: LET g=g+1: LET a(f,g)=0: LET q(f,g)=0: NEXT g: NEXT f: FOR f=2 TO 8 STEP 2: FOR g=1 TO 8: LET a(f,g)=0: LET q(f,g)=0: LET g=g+1: LET a(f,g)=7: LET q(f,g)=7: NEXT g: NEXT f
 200 GO SUB 8900
 210 PRINT AT 21,0;"press.R.if.you.have.it.like.this"
 220 LET bon=2000: GO SUB 8500: FOR f=1 TO 200: NEXT f: FOR f=1 TO 8: FOR g=1 TO 8: LET a(f,g)=0: NEXT g: NEXT f
 225 GO SUB 8900: BORDER 0: PRINT AT 21,0;"...press.enter.if.youre.ready.."
 230 IF INKEY$<>CHR$ 13 THEN GO TO 230
 240 PRINT AT 21,0;"                                "
 250 LET ct=1: LET x=5: LET y=5: LET c=1
 300 PRINT AT x*2,y*2; PAPER a(x,y); INK 3;"[graphics]";AT 1+x*2,y*2;"[graphics]";AT 18,c*2; PAPER 2; INK 7;"[graphics]";AT 1,18-c*2;"[graphics]"
 310 IF ct=1 THEN GO SUB 8800: OVER 1: GO SUB 8800: OVER 0: LET s=s+10
 320 LET ct=ct+1: IF ct=dif THEN LET ct=1
 330 IF RND*10>dif THEN PRINT AT 18,c*2; INK 2;"■■";AT 1,18-c*2;"■■": LET c=c+1: IF c=9 THEN LET c=1
 335 GO SUB 8400: LET xa=x: LET ya=y: IF bon>10 THEN LET bon=bon-1
 340 IF ctrl=1 THEN LET x=x-(IN 31=8 OR IN 31=9 OR IN 31=10)+(IN 31=4 OR IN 31=5 OR IN 31=6): LET y=y+(IN 31=1 OR IN 31=5 OR IN 31=9)-(IN 31=2 OR IN 31=10 OR IN 31=6)
 350 IF ctrl=2 THEN LET i1=IN 63486: LET i2=IN 61438: LET i1=i1+64: LET i2=i2+64: LET x=x+(i2=239 OR i2=235)-(i2=247 OR i2=243): LET y=y+(i2=251 OR i2=235 OR i2=243)-(i1=239 OR (i1=239 AND i2=6) OR (i1=239 AND i2=247))
 360 IF x=9 THEN LET x=1
 370 IF y=9 THEN LET y=1
 380 IF x=0 THEN LET x=8
 390 IF y=0 THEN LET y=8
 400 IF x<>xa OR y<>ya THEN PRINT AT xa*2,ya*2; PAPER a(xa,ya);"  ";AT 1+xa*2,ya*2;"  "
 410 IF (ctrl=1 AND IN 31>15) OR (ctrl=2 AND INKEY$="0") THEN GO SUB 8300
 430 IF INKEY$="r" THEN GO TO 450
 440 GO TO 300
 450 BEEP .05,0: BEEP .05,4: PRINT AT 21,11;"checking"
 460 FOR f=1 TO 8: FOR g=1 TO 8: IF a(f,g)<>q(f,g) THEN GO TO 520
 470 NEXT g: NEXT f
 480 PRINT AT 21,10;"well done"
 485 RESTORE 9400: FOR f=1 TO 66: READ b1,b2: BEEP .02,b1: BEEP .02,b2: BEEP .02,b1: BEEP .02,b2: NEXT f
 490 LET s=s+bon: IF dif>2 THEN LET dif=dif-1
 500 PRINT AT 18,c*2; INK 2;"■■";AT 1,18-c*2;"■■";AT 21,10;"          "
 510 GO TO 220
 520 PRINT AT 21,0;"....this.is.not.a.chess.board...": FOR f=1 TO 7: PAUSE 5: FOR g=1 TO 10: OUT 254,17: OUT 254,0: NEXT g: NEXT f
 530 PRINT AT 21,0;".....press.a.key.to.continue...."
 540 IF INKEY$="" THEN GO TO 540
 550 PRINT AT 21,0;"                                ": GO TO 300
8300 GO SUB 8350
8310 LET yy=y: LET xx=x: LET x=INT (RND*8)+1: LET y=INT (RND*8)+1: GO SUB 8350
8320 PRINT AT x*2,y*2; PAPER a(x,y);"  ";AT x*2+1,y*2;"  "
8330 LET x=xx: LET y=yy
8340 RETURN
8350 LET a(x,y)=(7 AND a(x,y)=0)+(0 AND a(x,y)=7): RETURN
8400 PRINT AT 12,24;bon;" ";AT 8,23; PAPER 1; INK 5; BRIGHT 1;"000000"( TO 6-LEN STR$ s);s
8410 RETURN
8500 PRINT AT 16,22;"         ";AT 17,22;"         ";AT 3,23; INK 6;"CHECK";AT 4,25;"MATE";AT 7,23; INK 5;"SCORE:";AT 15,23; BRIGHT 0; INK 7;"LIVES:";AT 16,22; INK 3;"[graphics]"( TO L*3-1);AT 17,22;"[graphics]"( TO L*3-1)
8510 PRINT AT 11,23;"BONUS:": GO SUB 8400: RETURN
8600 GO SUB 8900
8610 PRINT AT 10,5;"GAME  OVER"
8620 RESTORE 9300: FOR f=1 TO 34: READ a,b: BEEP .02,a: BEEP .02,b: BEEP .02,a: BEEP .02,b: BEEP .02,a: BEEP .02,b: NEXT f
8630 CLS : FOR f=1 TO 200: NEXT f: GO TO 30
8699 STOP
```

```
8700 OVER 0: FOR f=1 TO 100: OUT
 254,0: OUT 254,5: OUT 254,17: N
EXT f: PRINT AT 18,c*2; INK 2;"█
█";AT 1,18-c*2;"██"
8710 LET l=l-1: IF l=0 THEN GO T
O 8600
8720 GO SUB 8500: GO TO 225
8799 STOP
8800 PLOT (c*2+1)*8,31: DRAW INK
 4;0,79: PLOT (18-c*2+1)*8,159:
DRAW INK 4;0,-79
8810 IF (x>3 AND c=y) OR (x<6 AN
D 9-c=y) THEN GO TO 8700
8820 OUT 254,17: OUT 254,0: RETU
RN
8899 STOP
8900 FOR f=1 TO 8: FOR g=1 TO 8:
 PRINT AT 0+(f*2),0+(g*2); PAPER
 a(f,g);"  ";AT 1+(f*2),0+(g*2);
"  ": NEXT g: NEXT f: RETURN
9000 REM
          udg routine

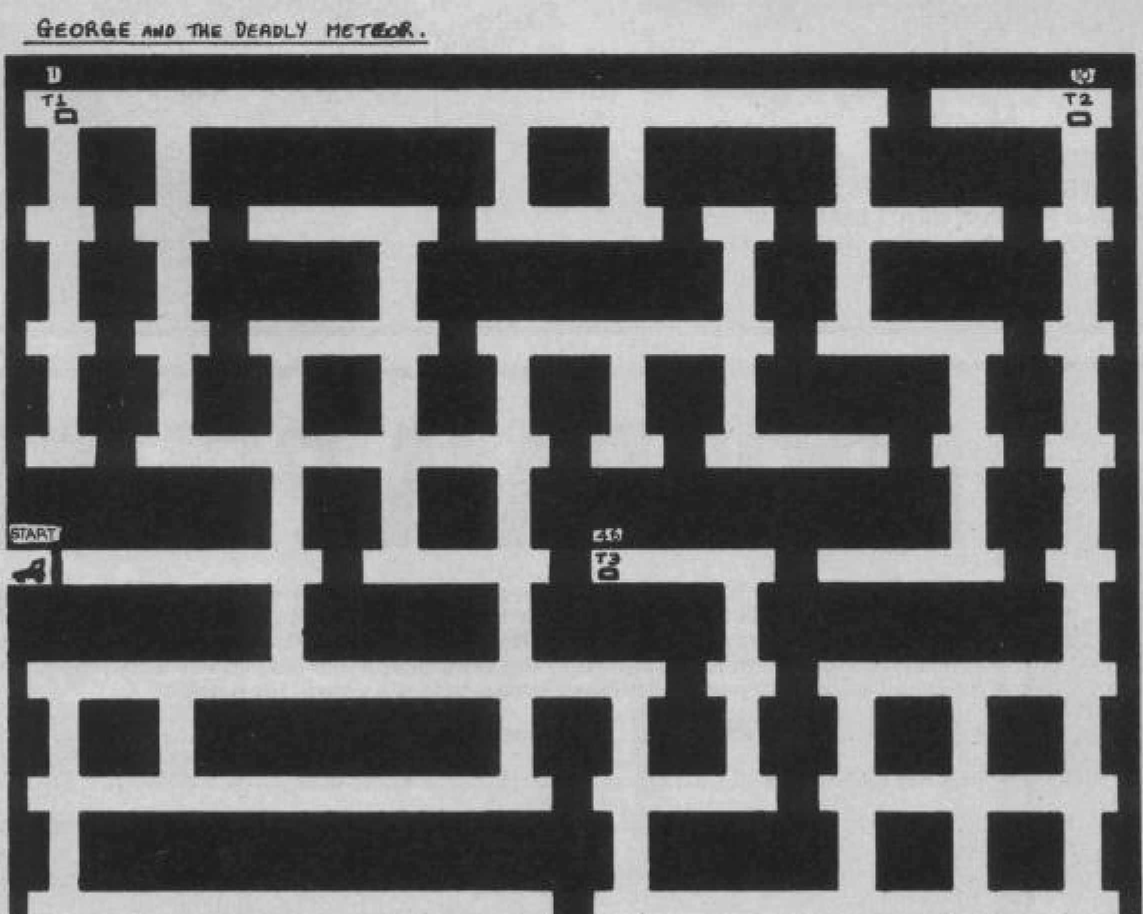
9010 FOR f=65368 TO 65463: READ
g: POKE f,g: NEXT f: RETURN
9020 DATA 255,255,127,127,63,31,
15,3,3,15,31,63,127,127,255,255,
192,240,248,252,254,254,255,255,
255,255,254,254,252,248,240,192
9030 DATA 1,1,3,55,253,65,215,25
5,128,128,192,236,191,130,235,25
5,81,84,86,16,31,64,103,0
9040 DATA 0,103,64,31,16,86,84,8
1,0,230,2,248,8,106,42,138,138,4
2,106,8,248,2,230,0,255,215,65,2
53,55,3,1,1,255,235,130,191,236,
192,128,128
9099 DATA
       data for the tune
9100 DATA 1,14,17,21,17,14,22,17
,14,21,17,14,-3,16,19,25,19,16,2
5,19,16,25,19,16,-3,19,21,28,21,
19,29,21,19,28,21,19,2,17,21,26,
21,17,28,21,17,26,21,17,2,14,17,
21,17,14,22,17,14,21,17,14,-8,14
,16,20,16,14,21,16,14,20,16,14,-
8,14,20,23,20,14,26,20,14,24,20,
14,-3,12,16,9,9,9,7,13,16,4,4,4,
4
9110 DATA 2,14,17,21,17,14,22,17
,14,21,17,14,-3,16,19,25,19,16,2
6,19,16,25,19,16,-3,19,21,28,21,
19,29,21,19,28,21,19,2,17,21,29,
21,17,2,17,21,29,21,17,-2,14,17,
22,17,14,-2,14,17,24,17,14,-3,14
,17,21,17,14,-3,9,14,17,14,9
9120 DATA -3,7,13,16,13,7,-3,7,1
3,17,7,13,2,5,14,5,14,2,2,14,14,
14,14,14,8,14,17,22,17,8,9,14,21
,9,9,9,9,9,-2,7,13,-3,16,13,2,14
,5,14,5,2
9199 REM
          the instructions

9200 FOR f=1 TO 20: PRINT AT f,1
;"
": NEXT f
9210 PRINT AT 2,1; INK 5;"...I.N
.S.T.R.U.C.T.I.O.N.S...."
9220 RESTORE 9250: FOR f=4 TO 20
: READ i$: PRINT AT f,1;i$: NEXT
 f
9225 IF INKEY$="" THEN GO TO 922
5
9230 CLS : GO TO 30
9250 DATA " The idea of the game
 is to","make a chess board out
of a","black piece of wood."," Y
ou can do this by inverting","th
e blocks:","move the cursor to t
he block","to be inverted and pr
ess fire,","this inverts the blo
ck,but","also another,randomly",
"chosen,block."
9260 DATA " "," In the border of
 the board","there are two canon
s,trying","to hit the cursor. Yo
u have","3 cursors"," ","......
..press.a.key..........."
9299 REM
   data for 2-chanal end tune
9300 DATA 2,-60,5,-60,7,-60,10,-
5,11,-5,10,-5,11,-5,9,-7,7,-7,7,
-7,7,-7,12,4,7,4,9,4,7,4,7,3,7,3
,9,3,7,3
9310 DATA 10,2,11,2,10,2,11,2,9,
0,7,0,4,0,2,0,2,-1,2,-1,2,-1,7,-
1,7,-5,2,-5,7,1
9399 REM
data for 2-chanal new level tune

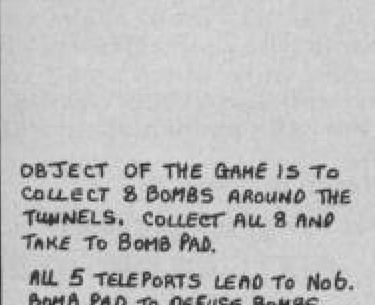
9400 DATA 2,-60,3,-60,4,0,12,0,1
2,-60,4,-60,12,-2,12,-2,4,-60,12
,-60,12,-3,12,-3,12,-60,12,-60,-
60,-5,12,-5,14,-60,15,-60
9410 DATA 16,-6,12,-6,14,-60,16,
-10,16,-10,11,-10,14,-5,14,-5,12
,-12,12,-12,12,-60,12,-60,12,-5,
-60,-5,12,-60,14,-60
9420 DATA 16,0,12,0,14,0,16,-2,1
6,-2,12,-2,12,-2,12,-2,16,-3,12,
-3,14,-3,16,-4,16,-4,12,-4,14,-4
,12,-4
9430 DATA 16,-5,12,-5,14,-5,16,-
6,16,-6,7,-6,14,-6,14,-6,12,0,4,
12,0,12,-5,12,-5,12,0,12,0,12,-6
0,12,-60
```

George And The Deadly Meteor

As many of you have already discovered, George's flight through the Meteor was no picnic! Here's *MJ Boyle's* cartographic representation (map to you) of the game's important little places.

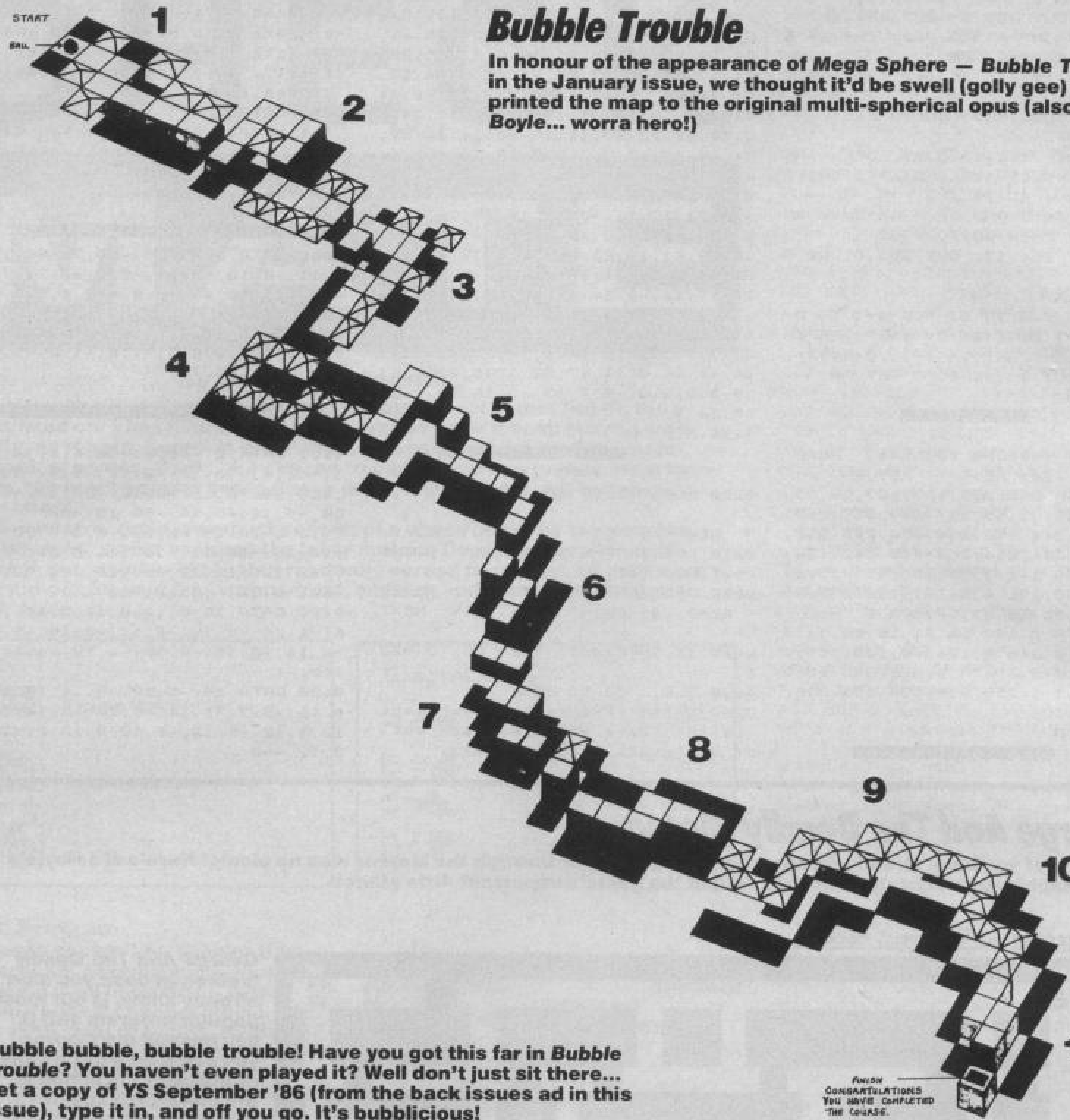


***George And The Deadly Meteor*, in case you didn't already know, is our most popular program yet! If you missed our George, you can easily get a copy of the luscious listing in the June '86 issue of YS. (See the back issues ad in this issue!)**



Bubble Trouble

In honour of the appearance of *Mega Sphere — Bubble Trouble II* in the January issue, we thought it'd be swell (golly gee) if we printed the map to the original multi-spherical opus (also by *MJ Boyle*... worra hero!)



Hubble bubble, bubble trouble! Have you got this far in *Bubble Trouble*? You haven't even played it? Well don't just sit there... get a copy of *YS* September '86 (from the back issues ad in this issue), type it in, and off you go. It's bubblicious!

HEX LOADERS

Oi! Pssst! Ahem! We've had a lot of queries about Hex Loaders, and in particular the General Hex Loader usually supplied in these pages. It doesn't allow you to save halfway through typing the code in, or restart from where you left off. Okay, fair comment, we're going to revamp (the Count?) the old Hex Loader, and replace it with (dan dan dan!) Son Of Hex Loader, with all the bells and whistles! Heh heh heh.

Watch this space!

ZUT ALORS! PIXEL EN CROUTE!

If you've written a brilliant utility program which you'd like us to consider for the irregular series *Utilities Cookbook*, then send it to us, with a tape (or cartridge), full documentation and a covering letter with your name, address and phone number to: Utilities Cookbook, the *YS* Kitchen, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. (Please allow 28 days for evaluation and return.)

PROGRAM POWER

Heeeyyyy! Wossis wossis wossis? Have I got a neat little old game for you, Philip Snout! It ain't a font/character definer, fruit machine, file program or microdrive utility. It's not even a print utility for the Kawamoto Hakashuki Steam Powered rubber needle matrix printer, or a program for calculating the temperature of lead in the Sun. Nope. It's a blimmin' good, 100 percent original game, and it's yours, for a price!

I am ....

and my address is ....

..

..

.. postcode ....

Phone ....

My game is called ....

and it's (Basic/Machine code/Megabasic) ....

signed ....

Cut this coupon and mail with cassette and full documentation to: Phil South, Program Power, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. (Please allow 28 days for evaluation and return.)

The diary of Istvar, part one: the Forgotten City.

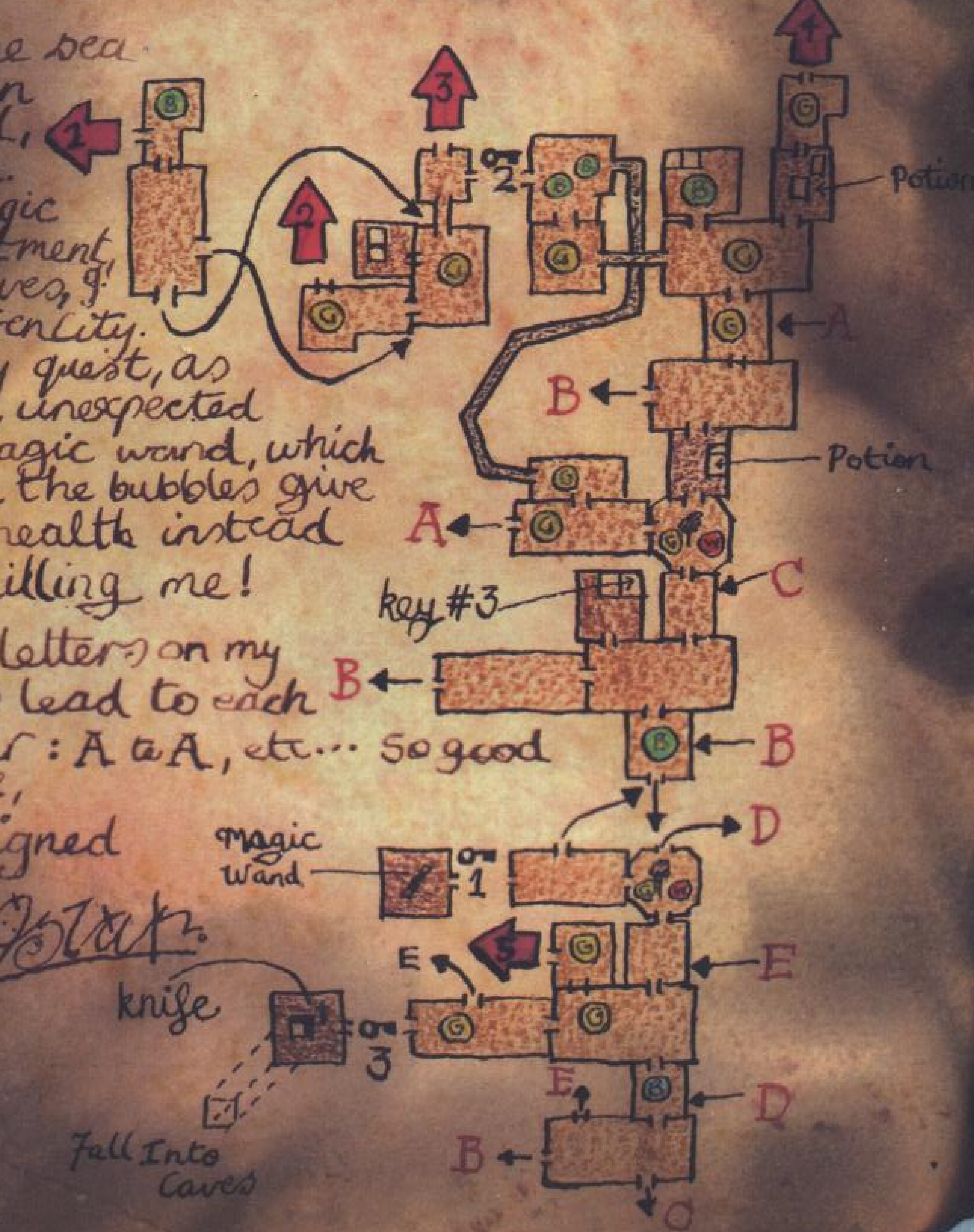
I needed passage across the sea of Avaro, but the only ship in the land of light had been captured, its captain bound with magical rope. As luck would have it, I knew of a magic knife, which could break the enchantment. So, disguised as the Mistress of Wolves, I entered the labyrinth of the forgotten city. I made the map opposite to help my quest, as some doors lead, via magic, to odd, unexpected locales. In my travels, I found a magic wand, which made the bubbles give me health instead of killing me!



The letters on my map lead to each other: A to A, etc... So good luck,

Signed

Istvar.



'ARK AT

Swing out, sister! Here's your opportunity to win the rumpiest pumpiest new arcade game in a unique portable form! 'Cos this is *Arkanoid*, Taito's terminally addictive updating of *Breakout*, the arcade grandpappy of them all. And some lucky *YS* reader is going to walk off with it (watch out for muggers, 'cos we'll be waiting outside . . .)

We're sensible people, though. (*Ha! And the three bears! Ed*). We realise you're not going to be able to carry an enormous arcade machine through the streets. And your bedroom would have to be huge to fit anything else in. So, thanks to the boundless generosity of those triffic chaps at Ocean, your *Arkanoid* arcade game will come in a suitcase!

So how do you enter? 'Tis a slice of chocolate fudge cake. Just answer these unbelievably peasy questions on some of Ocean's other corking games, and send off your form to the usual address. The first three correct entries pulled from the *YS* megahat (it only fits the Ed's 'ead) will then be invited to Ocean's world headquarters deep in sunny Central Manchester for a play-off on 22nd April — all expenses paid, of course — (which we'll feature in a future issue of your fave Speccy magazine.) And the winner — lucky so and so that he/she is — will carry off the *Arkanoid* suitcase and rush away surrounded by bodyguards to a secret destination.

Runners-up won't go off empty-handed, either. The two unsuccessful contestants in our shoot-out will each swipe a world-famous Ocean goody bag, with an Ocean T-shirt or two and pots of cracking games for your Speccy. And ten runners-up will get Ocean's version of *Arkanoid* for the Spectrum, and you can see by the screenshots that it promises to be a cracker!

Now, get on with these questions, before someone comes along and does them for you . . .



2nd prize



1st prize

WIN A LOT!

Rather useful prizes, eh what? The hipster who wins the play-off at Ocean's Manchester HQ on 22nd April gets a custom-build *Arkanoid* arcade console squeezed skilfully into a gleaming metal photographer's suitcase (the miracles of modern technology . . .), plus a high-resolution monitor so you can see what's going on (always helpful). For the two runners-up there's an Ocean goody collection, made up of an elegant and hard-wearing Ocean sports bag, two black Ocean T-shirts (as worn by Fred Astaire), ten amazing Ocean/Imagine games (titles may vary from those illustrated) and three individually crafted Ocean mugs, late night coffees for the drinking of. And that's not all. Ten more runners-up win a Speccy version of *Arkanoid*. Boop de bop!

1 In *Cobra*, mumblin' bumblin' spot-the-brain-cell (perhaps it dropped out) Sly Stallone plays a very oddly named sort of chap, as well as having muscles in the *weirdest* places. What was he called?
a) Marion Cobretti?
b) Maid Marion?
c) Mitzi Gaynor?

2 Imagine's *Super Soccer* is the most sophisticated (and hardest) soccer simulation yet. So who said this: "I do want to play the long ball and I do want to play the short ball. I think that long and short balls is what football is all about."
a) Rick Robson?
b) Bobby Robson?
c) Bobby Ewing?

3 *Top Gun* is a film, a soundtrack, a computer game and an excuse to drool at Kelly McGillis. It also launched a group who were responsible for (bleuggh) "Take My Breath Away". Which famous European city did they name themselves after?
a) Madrid?
b) Berlin?
c) Sheffield?

4 In *Double Take*, you're asked to "repel the doppelganger world of anti-matter." Wossis "doppelganger" then, John?
a) A German word meaning exact replica?
b) a Swedish heavy metal group who eat live ducks on stage?
c) a reference to Ron Doppelganger, the notorious (and entirely fictitious) Bolton axe murderer?

5 *Terra Cresta* involves you flying over an alien planet zapping prehistoric animals. Which of these is a prehistoric animal?
a) Terry Wogan?
b) Terrapin?
c) Pterodactyl?

YS AND OCEAN MEGACOMPO

THIS!

Win An *Arkanoid* Portable Arcade Machine And Monitor.

ARKANOID

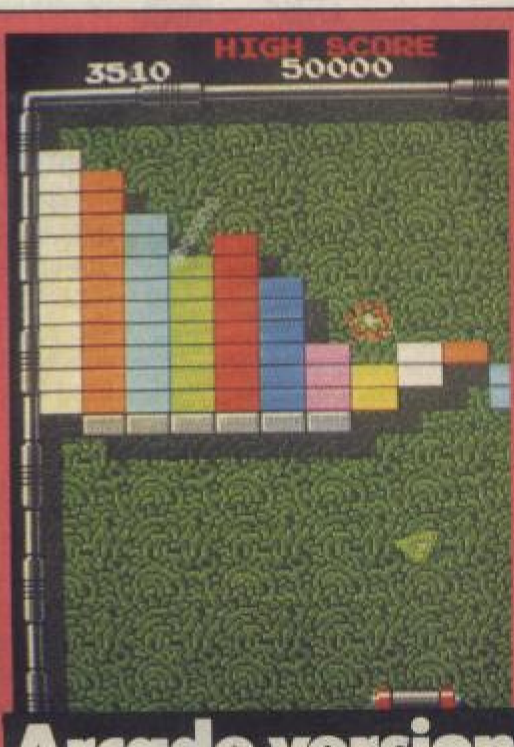
It's the hottest arcade game of the moment, yet its basic idea's as old as Max Bygraves. But *Arkanoid* doesn't just update the old arcade dinosaur *Breakout* — it completely revolutionizes it! And it shows, in spectacular fashion, that it's the simplest ideas, executed properly, that make the best games.

The first screen's much the same as the original — hitting the ball back up the screen and knocking ickle coloured rectangles which score you points. Dullsville, huh? Not likely, sunshine. With 33 wallshatterin' screens of hyperswift action, with sophisticated touches that the original *Breakout* programmers could only dream about, *Arkanoid* takes this hoary old format about eight billion steps further. Just try it — there's enough in there to keep you chucking in the 10p's until the bailiffs come a-calling.

Your bat in *Arkanoid* is a Vaus spacecraft stranded in a bizarre energy field, and the ball is an energy bolt you use to destroy the walls that imprison you. But there's more. For one you now have to deal with nasties which float down through the gaps and get in your way (they don't actually hurt you). Then there's the variety of screens. The simple old grid now appears just on the first level — the other 32 have much prettier (and harder) patterns for you to deal with.

As well as ordinary bricks to batter, you now get Hard Wall bricks (grey), which need to be hit twice on the lower levels and anything up to five times as the game goes on. Brown bricks are completely indestructible, so they do little more than get in the way. Best of all, though, is the way some bricks turn into little 'power-up' capsules when hit. These can give you anything from a longer bat, to an extra life or the limited use of laser beams to dispose of the nasties. Other capsules can divide your energy bolt into three, or catch it, enabling you to fire it again at your leisure or slow down the play to a more manageable speed. The Break capsule is my favourite — that warps you directly into the next screen!

It's a big job to recreate this spectacular arcade beastie on a humble little Spectrum, but it looks as if Ocean has done it. All screens and features have been kept intact, and the result is sure to be a monster spring hit. One person, though, won't need to go out and buy the Spectrum version — one person will be playing their very own *Arkanoid* arcade machine . .



Arcade version



Spectrum version

RULES

Employees of Sportscene Specialist Press, Ocean, their relatives, friends, bank managers and small furry animals shouldn't bother entering this compo, 'cos they won't win. We're like that.

March 31st 1987 is the day we judge the thing, so you don't have much of a chance if your entry isn't in by then. No chance, in fact.

The Ed's word is law — as we feeble poops know to our cost (aaaaargh!)

BOOK YOUR PLACE ON NOAH'S ARKANOID COMPO

I'm no mug! I want to have a go at that there *Arkanoid* console on 22nd April, and here are my correct answers to prove it:

Q1.................... Q2.................... Q3.................... Q4.................... Q5....................

Now I dare you to pick my entry out of the editorial titfer.

Name..

Address..

....

....**Postcode**..........................

Send this coupon to We'll Never Be This Generous Again So Get In There While You Can Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE, and remember to fill it in first.

YS ADVENTURES



Paul Rafferty's having trouble with his Roc up in Renfrewshire — the one that flies down and kills you when you get stuck on the mountain in the second part of *Sinbad And The Golden Ship*. It's described as a strange mountain, so have a think about what might be causing you to stick to it. The answer is: LATEM YNA YRRAC TNOD. Thanks for an interesting letter, Paul. He praises *GAC*, which he's enjoying writing an adventure on, and he threatens. . . erm, promises to send me a copy when it's finished. On the age-old subject of graphics in adventures, Paul asks what's the point of them in a game like *Seabase Delta* where the graphics are identical in many locations and also take an age to draw. Exactly what I felt about that one, but while I tend to prefer text-only games I've nothing against graphics so long as they add something to the game instead of merely eating up memory and looking awful. For any arcade-adventurers, Paul's finished *Fairlight* and can be contacted at 36 Burnside Gardens, Kilbarchan, Renfrewshire, Scotland PA10 2HQ.

New to adventures is **John Chu** of **Feltham**, so he's got lots of questions, among them being *Robin Of Sherwood* — where's the bush with the cave: EGNARG DROFAEL FO HTUOS. In *The Hobbit*, how to get captured by the elf near the waterfall. For that you TIAW TSUJ, but it's on the return journey you do that, John, not the outward journey which you're still undertaking. How to see in the place where it's too dark to see, is another problem. That requires a source of light, a slightly unusual source in this adventure: EVAC SLLORT EHT MORF DROWS EHT. John also asks why I don't print the free clue sheets I offer in the magazine as well — he obviously hasn't realised that this is my way of getting extra pages from the Ed. I will print solutions from time to time for popular adventures, but I can make many more available just to the people who want them. For the cost of a stamped addressed envelope, you get extra adventure pages. Easy!

I didn't reply to **Gregory Quinn** of **Portadown** because he forgot to send an sae but I'll deal with his letter here. 'Fraid those are the rules, beloved readers, and if you saw the size of my mailbag every month you'd understand. Gregory's having problems in *Se-Kaa Of Assiah* — how to get into the column to get the casket? Answer is, you don't. From the beach take the blowpipe and HTRON MIWS then REDNU EVID and EGASSAP MIWS. Then you HSEM HGUORHT EPIP-WOLB EKOP and EPIPWOLB HTIW EHTAERB, then TEKSAC TEG and EHTAERB again then go NWOD and finally ECAFRUS MIWS. That should help **Cameron Parker** of **Edinburgh**, too, who also asks what to do with the cloak, horn and harness. The cloak helps you get the rod from the crystal, and you need the other two objects at the end of the adventure on the roof of the castle, provided you've got a score of 40 points.

"How do I save the girl from the dragon in *Claws Of Despair*?" asks **M. Teeven** of **Doncaster**. You just NOGARD LLIK as long as you're carrying REGGAD EHT. A nervous wreck, alias **Miss L V Burton**, writes from Clapton in east London wondering how to stop the bus in *Zzzz*, now that she's got the bus-stop sign and some money. The answer is NGIS TCERE then SUB POTS and YENOM EVIG. Another lady in danger of losing her sanity is **Carole Good** of **New Brighton**, who asks what the guard at the monolith needs as payment in *Souls Of Darkon*. He needs a DLOG FO ELTTOB, and assuming you've got the container, in order to fill it you NIATNUOF NI LATSYRC TUP.

Jim Shanks is in BFPO 40 but would rather be in Hampstead. He's been playing *Hampstead* for nine months now and he's sure the only thing standing between him and success is the fact that he can't get the filing cabinet open. For that you need REVIRDWERCS EHT, which you find after a careful look in TNEMTRAPED ERUTINRUF EHT.

Seamus Fitzsimons is walking round with a brown paper bag over his head in **Downpatrick** due to the embarrassment of not being able to finish a budget adventure like *Seabase Delta* when he's polished off such brainbashers as *Tir Na Nog, Lords Of Midnight* and *Shadowfire*. Can anyone who knows Seamus remove the bag long enough for him to read the answers to the following problems. How to get an egg from the hen: MUG HTIW ELBBUB WOLB first, and then guess what you do. Where to find whatever it is that you use to lever the cannon: TSAM MORF DOOW ESU. How to get by sliding doors that are operated vocally: ETTESSAC TRESNI DNA REYALP EPAT PORD. What use are the foil and the screwdriver: the first MAEB A HTIW SLAED, and the second TENGAM REKAEPSDUOL A SWERCSNU.

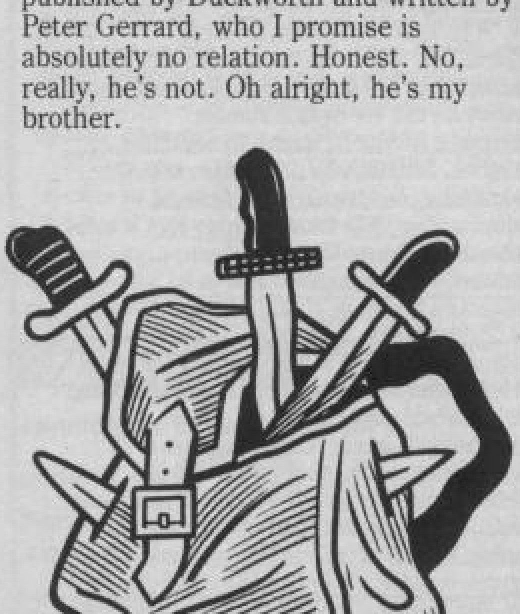
Darren Davies of **Derby** sent me a full solution to *Seabase Delta* though I won't be printing it as plenty of clues for the adventure have been given over the last few months. Thanks all the same, Darren. In answer to your

question on *The Shrewsbury Key* about the fence, having first ECNEF EHT DENIMAXE you ECNEF HSAMS and then type ELOH HGUORHT. This is one of those adventures where input has to be just right, which was what put me off the game when I reviewed it, so bear that in mind while you're playing. Persistence is often needed. To get to Nottingham the first time in *Robin Of Sherwood* just hang about at the outlaw camp till a messenger turns up and then WOLLOF YAS in answer. From what you say, I think you're just having trouble with phrasing things and getting sentences down into the two-word format, which is usually verb-noun but not always, as in the two examples I've just given.

A few pleas now from my pleading readers. **Adrian Matthews** of 17 Annesborough Park, Lurgan, Co Armagh, N Ireland BT67 9HU asks if anyone will let him know if they've found any adventures that are incompatible with the +2. He also asks if *Lord Of The Rings* is the biggest adventure around, and does it have graphics? It does have graphics, of a sort, and in terms of complexity it probably is one of the biggest, though I dare say Level 9 would put in a claim for its adventures like *The Worm In Paradise* too!

Matthew Conway, 1 St George's Terrace, Station Road, Lambourne, Berkshire asks if anyone else is playing *Here Comes The Sun* from Alligata as he's well and truly stumped on it, and he's also trying to get hold of copies of *The Warlock Of Firetop Mountain* and *Flight From The Dark*.

Finally, **Hal Maughan** *(Great surname! Ed)* of **Barnham** in Norfolk asks how you get the computer to keep an inventory during an adventure game. Basically, if you'll pardon the expression, I think you assign a particular value, say -1, to an object variable once the player has typed GET OBJECT, and then when INVENTORY is typed you read all the object variables and print those that are equal to -1. When an object is dropped, you change the variable back to zero or whatever it was. I think what you really need to do is buy a copy of *Exploring Adventures On The Spectrum*, published by Duckworth and written by Peter Gerrard, who I promise is absolutely no relation. Honest. No, really, he's not. Oh alright, he's my brother.



NEWS

Venture forth with Mike Gerrard

● News of the release of Gilsoft's *Professional Adventure Writer* as announced in other magazines towards the end of last year proved to be a little premature. *PAW* was re-scheduled for January release, and at a price of £22.95. There are in fact going to be two options for the Spectrum user, an integrated package and a split package. Both will work on either the 48K or 128K machine, though you need to use the integrated package to access the extra memory that's available on the 128K model.

This isn't just a case of adding *The Quill* to *The Illustrator* plus the other enhancements and putting them together, since it incorporates many new features, especially where the parser's concerned. That can be programmed to look for and act upon several different words in an input: the verb, two nouns and their associated adjectives, plus a preposition. You can also talk to the characters by saying any sentence that the main parser itself can cope with. Also, it doesn't just have GET ALL and DROP ALL commands, rather it has what you might call a DO ALL command, so you could enter something like EXAMINE ALL, as you can in an Infocom game, and the parser will act on it. Makes you drool with anticipation.

● Neil Commins and Adam Whitham are hoping to make their name, the name being NE-AD Software, the company they've set up under the Nat-West Mini Enterprise scheme. Now, is that the bank that likes to say yes, or is it the listening bank, or something else altogether? I get confused. Anyway, it's listened to Neil and Adam, said Yes, and the result should soon be some 'Doublesider' £1.99 Spectrum adventure and strategy games. First out will be a graphic adventure called *A Catastrophic Holiday*, with an icon-driven adventure on the 'B' side, *Catastrophies At School*. The games are being de-bugged right now (glad to see someone bothers), and a review should follow forthwith, as they say.

● Having advised you to be wary of the Adventurers Club Ltd in past issues, I feel it only fair to report on its progress as boss Henry Mueller attempts to get it back on the right track. Hot on the heels of the first of its resumed dossiers (a double-issue), comes another issue, a single one of 26 pages. And to prove that it means business, this adds MUD-man Richard Bartle to its regular list of contributors. It continues with an in-depth look at various mega-adventures, such as *Lord Of The Rings, Sherlock, Hobbit, Morden's Quest* and *Colossal Adventure*, but my main reason for mentioning the Club is because I've had several letters all asking the same question: "Where can I buy adventures these days?" Most of the retail chains stock nothing beyond the Level 9/Melbourne House range, and getting hold of an adventure can involve a bit of a hunt unless you know a good mail order company. One solution is to try the Adventurers Club software service, and I recommend it because I've bought stuff through it myself and it's always been reasonably quick. Discounts work out at roughly 10 per cent of the retail price, so it's soon possible to save some of your subscription. The range covers smaller companies like Bodkin Software, Global, Players and 8th Day as well as the biggies, and older titles too, such as *Return Of The Joystick*.





ADVENTURERS INTERNATIONAL

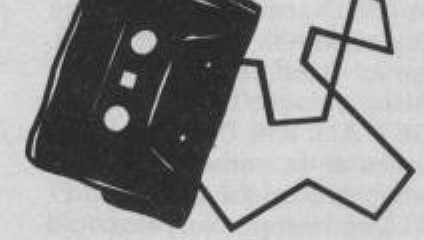
Looks like we're in danger of losing another reader if someone doesn't come to the rescue soon. **Mikkel Helbig Hansen** of Denmark is threatening to hang himself if he doesn't get help pronto on *Mindstones* from The Edge. Can you send me your adventure collection first, if you do decide to string yourself up, Mikkel? Oh, and a spare Speccy wouldn't come amiss ... and any peripherals of course, I could find them a good home. Should any reader want to deprive me of my chance of inheriting all these goodies, write to Mikkel at Teglgaardsvej 56, 2920 Charlottenlund, Denmark.

Another great Dane (well he must be if he buys *YS*) is **Nikolai Christensen**, who keeps sending me postcards with pretty pictures on one side and problems on the other. The latest pictures were "Exotic shapes" from Mallorca, though not the types of exotic shapes I would prefer on a holiday postcard, these being stalagmites (or stalactites depending which way up the card's meant to be.) The problems were in *Seabase Delta*, like how to bake the pancake. For this you need LWOB/KLIM/GGE/RUOLF which you YRF. What to do with lift number two? As you know, this is 'Out of Order' but you can investigate LENAP ROOLF EHT if you have YEK EGRAL A. What to do with the lift button? NOTTUB KCITS DNA MUG WEHC. How to get the magnet? REVIRDWERCS A SDEEN.

In writing for a freebie, **Jochem Braun** of Berlin takes the chance to comment on the *YS* covers. "What happened to the graphic artists of old?" he wants to know, those responsible for *Your Spectrum* issues 14, 15 and 16. He reckons *YS* would be better off without a cover these days. You could just buy it and rip the cover off yourself, Jochem.

Leonel Caseiro Morgado writes from Portugal asking me to send freebies to the actress on the envelope. What? Oh sorry, the address, it's his handwriting. He offers help to anyone on *Doomdark's Revenge* and *Hobbit*, and asks a few questions, such as on *The NeverEnding Story*, how to enter the cave where he thinks the crystal is. At the campfire you SEHCNARB THGIL and then go to the entrance and SNROHT THGIL. How to turn off the fire in *Inca Curse*: ERIF REHTOMS. And what to do after feeding the crab in *Golden Baton*: NROH EHT WOLB DNA EKAL EHT LIAS. Anyone wanting to write to this Portuguese man of adventure, Leonel's actress ... sorry, address is R. Bombeiros Voluntarios no 5, 3240 Ansiao, Portugal.

Another Adventurer International who's also a Kind Soul is **Thierry Kumps**, Langeweg 193, B-1900 Overijse, Belgium, who can offer assistance on *Colossal Adventure, Lords Of Time, Ship Of Doom, Planet Of Death, Espionage Island, Urban Upstart, Arrow Of Death I* and *II, Golden Baton, Time Machine, Hobbit, Perseus And Andromeda, Holy Grail*, and *Forest At World's End*. All for the cost of an sae if you live in Belgium, and an IRC if you don't. For the benefit of anyone who's a bit backward, that means an NOPUOC YLPER LANOITANRETNI.



LOST SOULS

Someone who's Kind and Lost simultaneously is **Chris Pougunas** of Northampton, whose address you'll find in the *Kind Souls* section if you can send him any help on *Planet Of Death* and the latter stages of *Ship Of Doom*. Chris says he's in danger of going nuts if he doesn't get help soon. I thought you had to be nuts to read *YS* in the first place.

Paul Collingwood says "Hi, me again, stuck as usual." Well at least he's an honest soul, but lost in *Jewels Of Babylon, Fourth Protocol* and *Lord Of The Rings*. He needs a copy of my new freebie on *Lord Of The Rings*, which reaches parts other freebies cannot reach. Anyone offering help on those titles, contact Paul at 72 Windsor Road, Thornton Heath, Surrey CR4 8HF. But always remember, it's much easier if you can ask a specific question (or even two) if you want to appear as a *Lost Soul*. That way it's much more likely someone will write to you with the answer, rather than expect them to bung a complete solution your way.

Completely ignoring this advice (but then what would you expect from someone signing themselves **Lippy The Baboon**, c/o the Mad House) is a person or ape asking for maps, hints and POKEs on *Return To Ithaca, Moron, Se-Kaa Of Assiah, Lord Of The Rings, The Shrewsbury Key* and *Seeker Of Gold*, this last being the adventure by the old Rochdale Balrog himself, where Lippy has only managed to unearth 17 locations. That's about 15 more than some people have, proving how devious and fiendish this game is, just what you'd expect from an old Balrog, I suppose. The address of the Mad House for anyone wanting a baboon-pal is 135 Raven Court, Old Trafford, Manchester 15 5QA.

Just up the road and wondering how to stop a roundhead from killing her is **Miss D Thompson**, 96 Symonds Roads, Preston, Lancs PR2 3DJ. Terrible trouble, those roundheads. This one's in *The Secret Of St Bride's*, and despite the fact that I've got a full solution to this game, I can't find a mention of a roundhead anywhere. Nor tell Miss Thompson what to do with the roasting spit in the cook's kitchen. Any offers? Also needed is help on *Madcap Manor*: what to do with the mirror, soya sausages, nut cutlet, nettle soup and rocking horse. In *Murder At The Manor*, how to get down the stairs without waiting till daylight, and therefore running out of food (borrow some nut cutlets from the other adventure?), and what to do when you're in the car and back at the car park. In *Murder Hunt*, where are the tractor keys and how to put petrol in the tractor, and what to do after reaching the island. And finally what to do in *Sherlock* when you've got the full solution and *still* can't solve it! Time to join Lippy the Baboon in the Mad House, I reckon.

KIND SOULS

As far as *Kind Souls* go, every month I tell myself: Right, that's it, there can't possibly be any more Kind Souls out there among the readers who haven't contacted me already, and I'll have to fill the space with knitting patterns or recipes for Balrog au Vin. Then every month op pups or rather up pops someone like **Steven Lidgey** with a list of 61 adventures he's prepared to help other readers on, and a request that I make him a Very Kind Soul. Wish granted. In exchange for the usual sae and with a request that you limit yourself to simple questions rather than asking for complete solutions, Steven's list of successes is: *Red Moon, Worm In Paradise, Emerald Isle, Colossal Adventure, Lords Of Time, Invincible Island, Marie Celeste, Gremlins, Circus, Perseus And Andromeda, Ten Little Indians, Sinbad And The Golden Ship, Hulk, Spiderman, Arrow Of Death I* and *II, Robin Of Sherwood, Time Machine, Waxworks, Heroes Of Karn, Seabase Delta, Boggit, Mafia Contract II, Shrewsbury Key, Very Big Cave Adventure, Lord Of The Rings, Tir Na Nog, Dun Darach, Heavy On The Magick, Fourth Protocol, Eureka, Mountains Of Ket, Hampstead, Espionage Island, Marsport, Frankie Goes To Hollywood, Swords And Sorcery, Redhawk, ID, Aftershock, The Swamp, Subsunk, Return To Ithaca, Dangermouse, London Adventure, Quest For The Holy Grail, The Castle, Claws Of Despair, NeverEnding Story, Hunchback III*, and *Bugsy*. With readers like Steven it would be easier to print a list of adventures they haven't yet completed.

Another Kind **Steven** whose surname I can't read but it looks like **Conikear** lives at 147 Gracemere Crescent, Hall Green, Birmingham B28 0VE, and his list is more modest but equally welcome, comprising *Hobbit, Lord Of The Rings, Terrormolinos, Erik The Viking* and the first part of *Sinbad And The Golden Ship*.

"More power to your keyboard," says **Harry Maton** of Croydon, whose own keyboard has obviously taken a bit of a bashing as it's got him through *Fairlight, Planet Of Death, Inca Curse, Ship Of Doom, Golden Apple, Espionage Island, Mountains of Ket, Temple Of Vran, Holy Grail, Subsunk, Kentilla* and *Valkyrie 17*. Harry's willing to help anyone who hasn't finished those: if indeed there is anyone who hasn't finished them, he adds. Oh, there is, there is, and send your sae's to 2 Leslie Park Road, Croydon, Surrey CR0 6TN.

Another healthy list from **Gregory Quinn**, 71 Festival Rd, Portadown, Co Armagh, N Ireland BT63 5HE, who's been a *Kind Soul* before and says he got over 40 replies, enjoyed answering every one of them, and made some new friends into the bargain. His latest list includes *Mindshadow, Robin Of Sherwood, Adventureland, The Helm, System 15000, Quann Tulla, Price Of Magik, Heavy On the Magick, Murder Hunt, Ice Station Zero* and *Questprobe III*.

And still they come, like **M. Teeven** of 5 Heath House, St James St, Balby Flats, Doncaster, S Yorkshire DN1 3BD. Titles completed? *Hobbit, Robin Of Sherlock, Bored Of The Rings, Time Machine, The Shrewsbury Key* and *The Worm In Paradise*.

Cameron J Parker, 32 South Gyle Gardens, Corstorphine, Edinburgh EH12 7RZ offers help on *Souls Of Darkon, Hampstead, Seabase Delta* and *NeverEnding Story*, while a double act has been formed by **Deborah** and **Trevor Whitsey**, 1 Furber Court, The Arbours, Northampton NN3 3RW to aid lost adventurers on *Spiderman, Hulk, Inca Curse, Espionage Island, Planet Of Death, Dangermouse, Worm In Paradise, Return To Eden, Hobbit, Lord Of The Rings, Valkyrie 17, Velnor's Lair, Heroes Of Karn, Golden Baton, Knight's Quest* and parts 1, 3 and 4 of *Eureka*.

Also from Northampton, **Chris Pougunas** of 28 Wheatfield Terrace, Northampton NN3 2NB has completed several titles already mentioned, plus *Runes Of Zendos*, so send an sae to Chris if your runes need untangling. **Wren Bull** can also help on several adventures, including *Eye Of Bain, Hacker, Se-Kaa Of Assiah, Ship Of Doom, Tir Na Nog* and *Inca Curse*, and Wren's nest is at Ty Loch, Llandarog Road, Carmarthen, Dyfed SB32 8BP.

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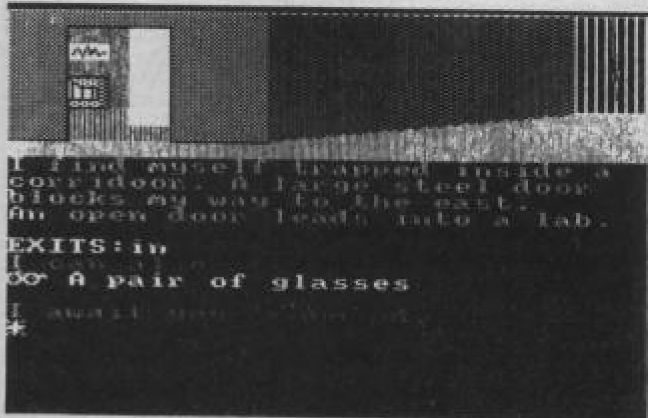
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THE 'O' ZONE

The 'O' Zone is interesting on two counts, the first that it's an unofficial sequel to *Project X: The Micro Man,* and secondly it's the first release I've seen making use of Gilsoft's *The Press,* which gave the authors an extra 7K of memory for their text and graphics. Hard to tell how effective that is on your first few plays with a game, but as yet it seems to me to be another average everyday adventure. You don't play a miniaturised hero in this one, instead you're Agent 37 whose task it is to find Professor Neil Richards, who dramatically disappeared when one of his experiments went wrong.



You begin outside a lab with nothing but a pair of dark glasses for company, though they help you get through your first problem. So does the fact that the command you need is listed in the sample vocabulary you're given at the start of the game, along with the solution to a later teaser! Initial problems are usually easy, but the ones in this adventure didn't seem to get that much tougher. Having unearthed about half of the 80 locations fairly quickly, I took my first look at the cheat-sheet to see that there weren't all that many more hurdles to overcome. The inevitable spelling errors didn't help, with it's/its, aisle/isle and cubical/cubicle all getting confused.

Some nice touches, and I like the red herring at the airport (which I can't reveal as I'd like you to get caught by it too), but nothing brilliant and about right for the price.

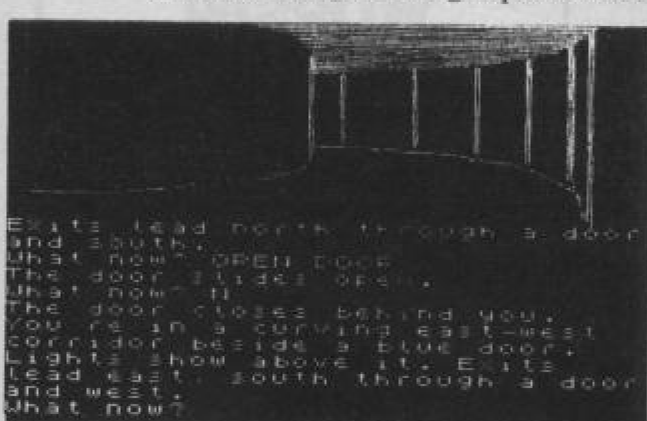
Graphics
Text
Value For Money
Personal Rating
5

FAX BOX
Title .... The 'O' Zone
Publisher. Compass Software, 36 Globe Place, Norwich, Norfolk NR2 2SQ
Price £2.50

SILICON DREAMS

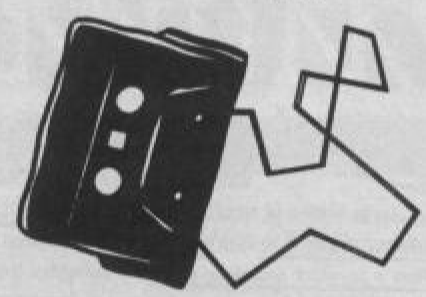
YOUR SINCLAIR MEGAGAME

"It is dark, you cannot see." Ah yes, I remember it well, that opening to one of my favourite adventures, *Snowball.* And here it is again, repackaged by Rainbird as part of the Level 9 trilogy that brings it together with its sequels, *Return To Eden* and *The Worm In Paradise. Snowball* really benefits from extra text plus new graphics that give us a glimpse into the Snowball ship itself where Kim Kimberley's adventures and misadventures began.



The graphics are a smidgen better than those added to *Jewels Of Darkness,* possibly even two smidgens, and are far from being the disappointment I was worried they might be. The enhanced text is what makes it all worthwhile, though, and who could resist a response to a plea for HELP that fills a screen with information about the Nightingales and hints about their movements? A comparison with the original screens shows how much adventures have come on since the original *Snowball* hits the fans.

If you're a text-only addict you can load up the extra-enhanced text version, and as usual the 128K-ers will get the best of both worlds. The dreaded Lenslok has been dropped in favour of a more sensible protection device borrowed from *The Pawn,* in which to RESTORE a game you'll be asked to find and type in a particular word from the amusing 42-page novella that accompanies the handsome package. Don't just Silicon Dream about it — buy it!



Graphics
Text
Value For Money
Personal Rating
9

FAX BOX
Title .... Silicon Dreams
Publisher .... Rainbird
Price £14.95

FREEBIES!

Read all about it, read all about it! Read all about what? Why, the adventures of your choice in my latest freebie offer. Correction, the adventures of *my* choice, although some readers seem to think I'm offering freebie solution sheets on every adventure under the sun. Not so, just the ones previously mentioned, which I won't repeat here as I just know you've got all your back copies of *YS* to refer to. This month I'm adding *The Very Big Cave Adventure, Quann Tulla* and (pause for fanfares) ... *Lord Of The Rings*!!! But hold on to your horses, those who have a horse handy, this is not *the* solution to Melbourne House's mega-game, it's just *a* solution, the one as provided by John 'El Supremo' Wilson. Many thanks John.

THE LEGEND OF APACHE GOLD

The first of Incentive's releases on its Medallion label, *Apache Gold* was written using *GAC* by Peter Torrance, of *Seabase Delta* and *Subsunk* fame. Also bad pun fame, for instead of playing Ed Lines, you're now playing Luke Warme, the dimeless cowboy who hears the legend that Apache gold is to be found in an Indian burial ground. Any resemblance to the real west is purely accidental, as Luke is given the benefit of eternal life — yep, folks, an adventure game in which you can't die! Why did no-one think of it before?

You start this enchanted existence in the back of your wagon in a wide open plain. Ah, just fill your lungs with the rich smell of the tall wild grass ... and the horse droppings. In your wagon you can see a bag of oats and some reins, though you're strangely not allowed to get the bag. You can feed the horse and flick the reins, soon finding yourself attacked by Apaches



and bunged in a wigwam, with only one exit and an Indian guard who's easily scared off. Then you explore the Indian camp, finding such indigenous (good word, eh?) objects as a tomahawk, a pipe of peace and a squaw's handbag. A handbag? Well, you do get a chance to show it off later.

The first few problems are fairly easy, but as you might expect from this author's previous titles, there's a lot of humour about as well. I found a fairly friendly eagle at the top of a rock formation, and for no logical reason tried giving it a jar of Doctor Dodgy's Miracle Cure, that I'd already discovered was rather a thick viscous liquid. Now I'm left with an extremely annoyed eagle with sticky wings. Examine a fern and you discover it's a peculiar Indian variety: a tomtomato plant.

The game's fun if not stunning, though it's slightly spoiled by lazy screen layout which leaves odd letters and even full stops on their own at the start of a line. At budget price it would be a must, at full price its more of a maybe.

Graphics	■■■■■■□□□□	6
Text	■■■■■■■□□□	
Value For Money	■■■■■■□□□□	
Personal Rating	■■■■■■■□□□	

FAX BOX
Title .... The Legend of Apache Gold
Publisher .... Incentive
Price £7.95

Here's the one all you villains out there have been waiting for, and I know from my mailbag that lots of you are fans of the Lever-Jones style of adventure writing. I liked *Hampstead*, but was disappointed by the follow-up, *Terrormolinos*, so it's good to report that *Dodgy Geezers* is a treat. Must be all those hours I've spent watching *Minder*, because the lingo in this one is right up Arthur Daley's street, though I'll spare you what every other reviewer will probably do, which is try to cobble together a review full of phrases like 'Leave it out, John', 'Straight up' and 'A nice little earner for Melbourne House.'

You've just done three years at Her Majesty's pleasure and you're back on the loose. Are you still a villain, though? What! Is the Pope a Catholic? The first thing you'll want to do is set up a job, ignoring the advice of Bullet-Proof George who's released the same day as you and tells you to go straight. Go straight to Ron Rigg's bookies, more like, or the Korner Kaff to see which of the old gang is still around.

You can find out about the lads, or should that be lags, just by examining the wanted posters that are scattered about the place. Lads like Mr Video, Cracker, Tweedle Dee and even Little Ken. It's hard to rate the graphics in this game, as quality's high but quantity's low, though that doesn't matter too much as there's plenty going on in the text to keep you amused ... and baffled.

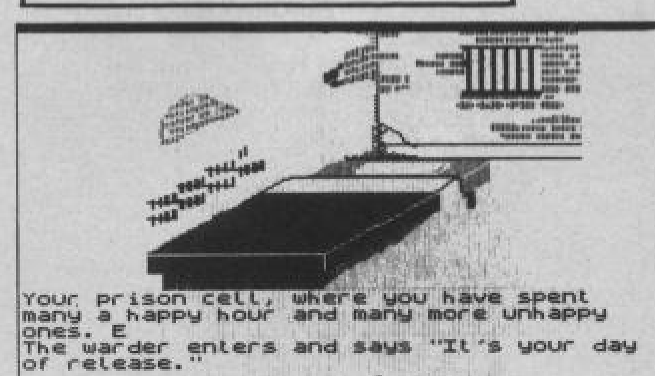
My first piece of advice is to make sure you do your map on a big sheet of paper, and spread the locations out because there are plenty of them and my own map soon started to look like the Spaghetti Junction interchange — pretty apt since the job you were put away for was the famous Long Ditton Spaghetti Caper. The WAIT command has been retitled as HANG ABOUT, and make full use of that as this is the type of game where you've got to be in the right place at the right time and slowly piece together what information you can about what's going on and when in your little patch. For instance, go to a builder's yard at night and all you find is a locked hut, but go in the day and you may be able to provide yourself with a pickaxe left lying around by the workmen. Shops, banks and pubs keep to their regular opening hours, and you're given an update on what time and day it is, though the game isn't very accurate as you can stay in a place like the bank overnight, if you like, while the other characters still go about their business.

Most of the business is predictably dodgy — alarms go off and characters run through the streets laden with videos and the like. The aim of the first part of the game is to piece together a gang that you can take into part two and then pull off the crime. Your progress is impeded by a mysterious man in white Gucci shoes who appears after 200 moves and fills your wellies with cement before suggesting a little late-night swimming. You can check how close you are to that midnight dip by typing TURNS, though that command isn't documented.

SAVE regularly, especially when you reach the tunnel that leads to the dog-track. There you're asked for a tip by Tweedle, and he gets right cheesed off and disappears if you don't pick the right doggie from runners like Dagenham Lad and Arthur's Dream. All good dishonest fun, right down to the Chas and Dave records on the juke box in the Frog and Peach. Buy it and make it a nice little earner for Melbourne House. Sorry! I forgot.

Graphics	■■■■■■■□□□	7
Text	■■■■■■□□□□	
Value For Money	■■■■■■■■□□	
Personal Rating	■■■■■■■■□□	

FAX BOX
Title .... Dodgy Geezers
Publisher .... Melbourne House
Price £7.95



DODGY GEEZERS

THE A to Z OF ADVENTURE CLUES

When I put together my Colossal Clue Collection in November's issue, it proved to be very popular, with some readers even suggesting I should do one every month. Ho-Ho! But since we at *YS* believe in giving readers what they want, I'll be making the clue collection an occasional feature, starting with this one which covers the complete A-Z of adventures.

A

Arrow Of Death: When confronted with the cauldron: HTORB GURD; To free the slave: DROWS HTIW NIAHC TUC; The ferry: TIAW NEHT TELUMA EVIG.
Aftershock: At the filling station: ELBBUR REVO BMILC DNA KSOIK RETNE; To pass soldiers on Manor Drive: TES VT YRRAC TNOD; To cross waste ground: TES VT YRRAC OD.

B

The Boggit: What the treasure's worth: GNIHTON; When you meet Lard: DRAL KLAT; Tree by Goblins' Back-Door: GGE EGRAL HTIW TIAW.

C

Claws Of Despair: When you meet the wizard: ELDDIR YAS; Answer to riddle: ENIN REBMUN EPYT; To cross mountain lake: NROH WOLB; To pass the harpies: XAW RAEW.

D

Danger Mouse In The Black Forest Chateau: To clear the snow: LEVOHS EHT ESU; The Werewolf: ELA EVIG; The moat: TEKCUB LLIF; The cat: GNIRREH EVIG.

E

Eye Of Bain: To cross the ravine: TI PMUJ; The tapestry: TI ENIMAXE; The lever: TI LLUP NEHT TI LIO; The vine: TI BMILC DNA ELYOGRAG OT EIT; The ape: EERT MLAP MORF ANANAB EVIG.

F

Final Mission: The En Monster: SNOITCERID OT EULC; Guardian Two: GNIRREH DER; Guardian Three: MARGANA YAS; The mad monk: HTUOS EELF; The Wart King: GNIVRAC WOHS.

G

Galaxias: To kill the plant: ELFIR EHT ESU; The engine room: ROOLF EHT ENIMAXE; The Waterfall: LLAFRETAW HGUORHT.

H

HRH: To get the bus pass: REDIPS HTIW NAMOW ERACS; To get the spider: TNAHPELE KNIP YLDDUC SDEEN MAILLIW ECNIRP; When you meet Princess Margaret: ETTERAGIC A EKAT EHS TAHT TSISNI.
Heavy On The Magik: To pass the slug: TELLEP A SDEEN; To pass the Werewolf: TEGGUN A SDEEN; To pass the Hydra: EKANS A SDEEN.

I

Ice Station Zero: The clamp: GNIRREH DER; To scare bird from nest: REDROCER NO YALP SSERP; To kill Stirling: STELLEP PORD; When bird reappears: RAEPS WORHT.

J

Jewels Of Babylon: To move the boulder: RABWORC EHT ESU; To open the rock door: DOR EHT ESU; To deal with crab: NOYNAC NI TUOHS.

K

The Knight's Quest: The dragon: TI DEEF; The elves: DROWS HTIW LLIK; The Enchanted Forest: GNITARG ESIRP DNA SEVAEL EVOM; The snake: TI EKOHC.

L

London Adventure: The way through the zoo: E-D-I-U-G EHT WOLLOF; The way through the sewers: S-W-E-N TEG OT NOSLEN BMILC; Fallen into the Thames: EGRAB DRAOB NEHT ENILTUO ENIMAXE.

M

The Mural: To use transporter: ETALP DNATS; When at the gate: SEIRREB ENIMAXE; To get the coin: EGAC ENIMAXE DNA TAOC PORD; To buy train ticket: NIOC EVIG NEHT WODNIW KCONK.

N

The NeverEnding Story In the ruined building: SKNALP EVOMER; To unlock the cell: MOORELOTS MORF YEK NORI SDEEN; To kill the rats: MOOREROTS OT ECNARTNE TA NIT PORD DNA NIT NEPO.

O

Orc Island: To go into the mine, there's a bug at the entrance: NWOD PU EPYT TSUM OUY; Combination of lock: 1472 EPYT; To pass the Orc guard: MROFINU RAEW; Which grave to dig?: MEG EHT HTIW KCEHC.

P

Price Of Magik: To deal with the Dark Spawn: SWALC HTIW SEOG YTINAS; To deal with the Hawkmoth: TONNAC OUY; To deal with the Lounge Lizard: TI TA RORRIM A EVAW.

Q

Quest For The Holy Joystick: If the BBC Micro eats you: MODNAR SI SIHT SA NIAGA YRT; Welsh garden gnome: EMONG HSAMS; The mystery tour to the temple: VT ENIMAXE.

R

Robin Of Sherwood: John Little: NHOJ KCATTA DNA FFATSRETRAUQ TEG; South of Leaford Grange: SEHSUB HCRAES; Templars Camp: SRALPMET OT TSERC EVIG; To deal with Belleme: WORRA REVLIS HTIW LLIK.

S

The Shrewsbury Key: To get into factory: SETAG BMILC OT EPOR ESU; In hardware shop in Manchester: REKAENS EVIG; To avoid police when driving car: TUO TEG NEHT E-E-E-S-E EVIRD.

T

Temple Of Vran: The security guard: RIAH ESROH RAEW; To cross the lava river: ENILOPMART DNA REDDALPETS ESU; To deal with Delphia: GNIPPORD ESUOM SERIUQER.

U

Urban Upstart: The car on Amputation Road: ENOLA TI EVAEL; The red herring: GNIRREH DER A; The red scarf: TI ERONGI; Servicecard number: SNIBTSUD ENIMAXE.

V

The Very Big Cave Adventure: Objects to take to part two: DOR-DOOF-TLEB-ELTTOB; Dead End Room: NARB YAS DNA DUM YAS; To kill the wombat: TERREF EHT ESU; To stain the dresser: TSRIF ESUOH EILLEW OT TI EKAT.

W

Warlord: To pass through firewall: KAOLC RAEW; In the Vale of Whispers: TELUMA EHT RAEW; At the Ring of Crystals: GNIR OTNI PETS.

X

(X-tra clues on adventures beginning with 'W')
Wrath Of Magra: Dying of thirst: SNEPO BUP LLIT PEELS; To pass the Guardian: FFATS RATS SDEEN; To open Crystal Chest: LEWEJ RATS SDEEN.

Y

(Y are there so many adventures beginning with 'W'?)
The Worm In Paradise: A general rule: TBED NI EB REVEN; When you wake from the dream at the start: TI GNIRAEW EROFEB RALLOC KAERB; What the medallion is: NIAHC A NO GULP HTAB A.

Z

Zzzzz: On the beach: TEKCUB TEG/DNAS GID/TEKCUB TFIL/DNAS GID; At the igloo: NAMNAS OT EKIB EVIG NEHT LLEB GNIR; To enter the telephone box: EIT RAEW TSUM; To board the bus: YENOM EVIG/SUB POTS/NGIS TCERE.



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THE HIVE

Where does an electronic grasshopper go to get a buzz? Marcus Berkmann stings like a butterfly, floats like a bee...

In *The Hive*, Firebird has come up with as fast and true an arcade zaparama as you're likely to find in a week of lunch-times. And it has two distinguishing features, neither to be sneezed at (unless you've still got that winter cold — glub!) — 1. It's different, and 2. It's brilliant.

Of course *The Hive* couldn't help but be different in certain respects. After all, it's not every game that places you in the role of an electronic grasshopper. And it can only be the very unluckiest of grasshoppers who finds his way into a labyrinth like this one — a huge sprawling network of interlocking tunnels and tubes, intestine-like in their complexity. And throughout the maze, ghoulish nasties hurtle about stinging, capturing and eventually killing you. To reach your eventual destination — the bloated Queen of the Hive (who thinks she's the bee's knees) — you must pass through eight increasingly vicious levels and cope with such dementedly destructive foes as the... you're likely to get that far. According to the game's

A TASTE OF HONEY

YOUR SINCLAIR MEGAGAME

Hive got a luvverly bunch of coconuts, but more of that later. Meanwhile, here are some vital tips on Firebird's waspish new megagame. As you crawl through the tunnel (or is it an oversized Hoover tube?) watch out for anything that moves, as well as anything that doesn't. To control the icons (bottom right), press L — that's your toggle.



Easily avoided if you're not travelling too fast — press K just before hitting it and you'll crouch below.

This isn't a nasty as such, just an obstacle. To dispose of it, shoot it in the eye. (Kiss me, Hardy.)

If you're on top form, your life level should read 99. If it's below 25, you're probably doomed. (If it's 0, you are doomed.)

If this flashes pink, there's a junction behind you. This can often be the only way of getting out of all those mazes of loops.

If this flashes red, there are nasties behind you, and as you move up the levels, this'll flash more and more often.

Here's where the unique 16-digit code goes. Naturally, being generous souls, we've blanked this location's code out so you can't cheat. So yah boo sucks.

It's important to keep your peepers peeled on the level indicator, as you won't necessarily move up just a single level. You may

If you think you're going round and round in circles, you can drop these marker numbers to identify a particular junction, say. Useful, because unless you're

From left to right, a medium laser, two heavy ones and a special laser, in ascending order of zapfulness. Watch out, though, 'cos these run out very quickly, so

To pick up this little shooter, move to point blank range and aim the 'pick up' cursor for the trigger. Guns don't crop up all over the place so don't miss.

These icons represent the keys you'll need to get past various obstacles, specifically the Ace, Grid, Prison, Maze and Pent keys (gasp!) Toggle onto the right one and the obstacle will disappear.

Cor what a smart bomb! Blow this up and everything on the screen goes west. Yahoo!

The pylons boost your energy — the more you have, the healthier you'll be. But when you're carrying a lot, or you're doing a lot of running and jumping about, pylons decay more quickly.

position from the object. The correct distance is usually just within the nearest hoop (on either side), while the right place is usually the object's dead centre. Trouble is, while you're fiddling about getting to the best position, countless nasties will be buzzing in from every direction nipping you where it hurts.

Using your newly lifted tools is no less demanding. Pressing L toggles you between ship control and icon control, enabling you to select a weapon, key or whatever you want to use. If you want to change direction at the same time, don't faff about if you're to avoid those meanies.

And the nasties take on a fascinating variety of different forms. TV stings look like aerial TV sets, though fortunately Paul Daniels' face is nowhere to be seen. The Bug Sting blags you on level 6 — it's big and ugly and no fly spray in the world will get rid of it. And the Guard Stings, which appear on levels 2 to 5, not only rob you of valuable points but also fling you into jail on an isolated outpost of level 2. You'll need a jail key (amongst other useful

with such dementedly destructive foes as the Bull Stings, Boom Dotties you're likely to get that far. According to the game's creators, Firebird, no-one is likely to get that far — certainly not this year. Yes, *The Hive* is *hard*.

Busy As A Bee

Not least of your problems will be mastering the keyboard. Barring surgery, your best bet is practice, and lots of it. If you were born with an extra finger on each hand and have been wondering what to do about it, now's your chance to shine. The timely tapping of up to 13 different keys is needed if you're going to progress far into the game, or even get off the first level. Concert pianists will be at a distinct advantage!

As for the game itself — well, it's swift. If you don't like stress, stick to stamp collecting. As in everyone's fave megagame *Elite*, you fly into the screen (not literally, you fool, and make sure you clear up the glass afterwards) blasting everything in sight and picking up various tools that you'll find vital to your continued progress. Shields to reduce the effects of the meanies, keys to get you past otherwise impenetrable barriers, and various strengths of laser are all worth a detour. Most crucial of all, though, are the pylons, which must be picked up to restore your energy. Yes, pylons. I did say you were an *electronic* grasshopper.

Droning On. . .

The difficult part is that picking up and using these tools requires rare skill. To get them in the first place you must position your 'pick up' cursor in exactly the right place at exactly the right

just a single level. You may even move down one! Best

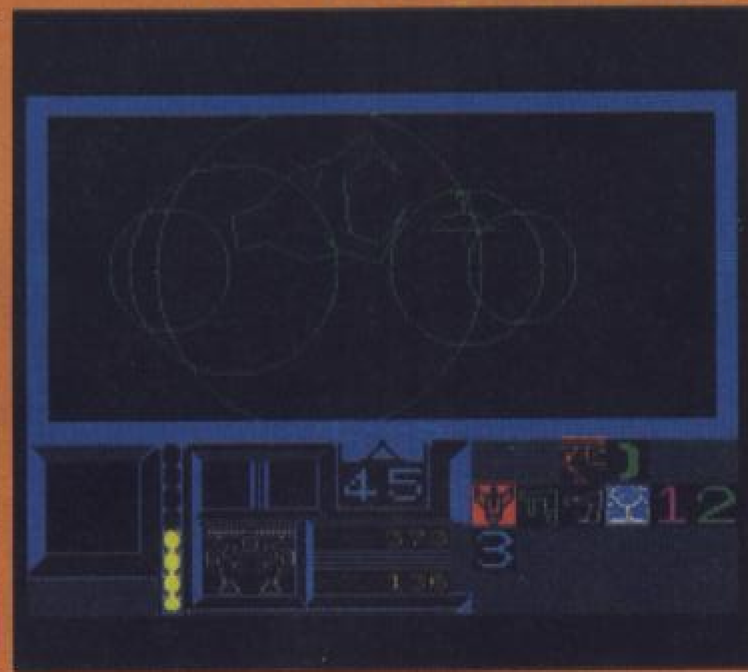
particular junction, say. Useful, because unless you're mapping it all very carefully, you'll go round and round

Watch out, though, 'cos these run out very quickly, so don't waste your bullets on the small fry.

STING IN THE TALE

The Hive's got more types of meanies than Heinz has varieties. (Beans, Meanies, Heinz). Here on level 4, even the junctions aren't safe from rampaging Bull Stings. Elsewhere you'll meet all sorts of bizarre electronic insects — watch out for. . .







BUZZ

Here's your first view of the game, with the first meanie flying towards you (a Hook sting). As you've got no gun, it might be an idea to run for it. Generally it's wise to keep moving — otherwise you won't get anywhere, will you?



ZZUB

And a little way up the road, this is your rear view. Yet another Hook sting is approaching, so again it's time to hit the accelerator (well, the space bar). The little chap on the ground is, yes, a Ground Sting. Now there's a thing. If you'd pressed J, you could've jumped over it. . .



key (amongst other useful implements) to escape

Waxing Lyrical

One of *The Hive*'s most intriguing features is its save/load facility. There's no mucking about with tapes. Instead, each location has a unique 16-digit code that you simply tap in to take you back to where you left off, weapons and strength intact. This'll also make cheating much more interesting, if you can describe it as cheating. If a friend reaches the fourth or fifth level and notes down the code, that same code will work on your version, and you'll be able to jump straight into the thick of things, ignoring all that tedious messing about on the lower levels. Firebird has made us promise on pain of death not to reveal any codes, but you can be sure that Hack Free Zone will be bursting forth with 'em over the next few months.

Meanwhile we'll all have to scrabble about on the lower levels picking off the triangular dotties. And we will. While it's a real walnut to crack, *The Hive*'s as addictive as you can bear it. Okay, so it's not dissimilar to *Elite* (you noticed! It was programmed by the very same boffins) but it's an entirely different kettle of trout — inner rather than outer space, if you like. Jump to it, grasshoppers!



FAX BOX

Game	The Hive
Publisher	Firebird
Price	£9.95
Joysticks	Kempston; Sinclair
Keys	Left N, Right M; Up S; Down X; Fire A; Pick up Q; Drop W; Jump J or G; Crouch K or H; Accelerate SPACE; Decelerate V; Look behind you Z; and there's more!

SCREEN SHOTS

PART TWO

Screenshots II — The Sequel. It's back. Bigger and brighter than before. From the people that brought you Part One.

US Gold/£8.95

Rachael Talk about beefcake! He-Man™ ain't no wimp. This guy is wall-to-wall muscle — and possibly ear-to-ear as well, because his name hardly suggests the intellect of Einstein.

Still, when Skeletor™ has discovered the Ilearth Stone, overthrown Castle Grayskull™, banished the Sorceress™ and created an army of evil clones (wot, no™?) — all before breakfast — then sword play scores higher than relativity. And as collecting the correct ingredients will turn the Sword of Power into an Atom Smasher, it's yah, boo, sucks to $E=MC^2$!

The wizard Orko™ has been trapped by a magic trick of his own making — obviously he's more Tommy Cooper than Paul Daniels — and He-Man™ has to rescue him from Castle Grayskull™ and . . .

Hang on, what's all this™ stuff??? Toy Manufacturer? Teenies Market? Total Moneymaking? After Masters Of The Universe™ the TV series, the figures, the comic book, the feature film, the rub-down transfers, comes *Masters Of The Universe*™ the computer game.

You start deep in the middle of a forest. Seems Skeletor changed the lock when he inhabited Castle Grayskull but luckily he left a key under the mat . . . or almost under the mat. You have to search a little, dodging the laser barriers and cracking the odd clone, before you can sneak in.

Picking up the shimmering swords en route is also a good idea, because they give you the fire power necessary to clunk the clones before they clock you one. Colliding with them makes them vanish in a puff, but also saps your strength, so shoot first.

Once inside the Castle, it's time for those classic questions like which way to turn, whether to wait for the lift and what will that lever do? In short, you're stuck on screens filled with platforms, ladders and more of those confounded clones, plus the odd robot.

Picking up ingredients for the all important Atom Smasher spell should be high on the agenda. Follow that with finding Orko, who's trapped in a tower somewhere. Then it's time to skin old Skeletor and smash his Stone. Don't expect to gallop through Grayskull though. Each section has a number of problems to solve.

Grayskull's graphics have dragged me out of my accustomed arcady antipathy though. They successfully suggest the style of the original cartoons. He-Man is a nicely animated little chap too, and he carries around his own background to avoid attribute clashes. It's a convenient way round the Spectrum's problems, allowing our hero to run and dive most impressively, without vanishing into the wall.

He-Man also runs, or rather glides, up and down, because there's an element of depth to the scenes, though it's not too convincingly represented. At least you can tell where you are. Unluckily, the default for a movement is to face left, which can make you turn when you'd rather not. Keyboard players face an extra hazard too. A leap is represented by a separate key, not a combination of up and side.

This smacks of being a sprite game converted to the non-sprite Speccy, but it's been quite nicely done. Fans of the original should flex to this one, while even the unconverted should have some fun kicking sand in clones' faces

Graphics
Playability
Value for Money
Addictiveness
8

He-Man, he has only one life. But the thick skinned so-and-so has a body shield rating. Too many hits and he'll have to retire with a bruised hide and wounded pride though.

Oh good grief! Ever wondered why clones get such a bad deal in computer games? It's so you can have lots of identical sprites!



Leapin' lasers! There's some hi-tech on the forest highways. This is Grayskull's garden fence and it calls for some tricky timing. Jump from as far into the screen as you can when the beam pulses on.

Our botanical brute should do the Interflora with this bloom. It's one of the ingredients for Orko's Atom Smasher spell. Slay it with flowers!

What would an arcade adventure be without weaponry to gather? Picking up the swords keeps He-Man well supplied for his favourite hobby — skull cracking!

What's the time? Three moons till doom! Better get a move on and stop picking wild flowers, because time flies by when Skeletor's enjoying himself.

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BATTLE OF BRITAIN

PSS/£9.95

Gwyn It's never-in-the-field-of-computer-wargames time again, as PSS tackles Jerry above the Home Counties. The Battle of Britain has endless romantic appeal, as well as an interest to wargamers. But does this version deserve its wings?

PSS has steered an admirable course away from the grids of board wargames. Here are screens within screens, scrolling messages, cursor movement and even optional arcade sequences to sway the outcome of combat. Even if you don't choose the action sequences, there's not a moments rest, because commanding our brave boys against the Jerries is rather like juggling.

You have to get them up into the air, move them to the hotspots, guarding cities and radar installations, then guide them back to an empty airbase, preferably without too much runway damage, before they run out of fuel. And all the time the Luftwaffe is flying in from the south east.

Battle Of Britain hardly gives you time to check whether a base is in operation, let alone draw up a plan. The result is that you throw as much as you dare at the incoming squadrons and hope!

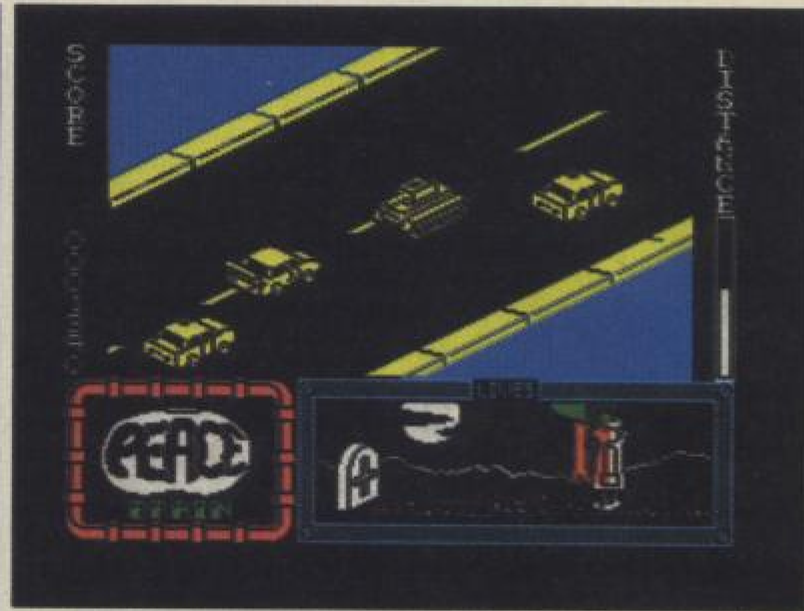
As for the arcade sequence, all I can say is that if you want a simulation of flying a WWII fighter, jump into Mirrorsoft's *Spitfire 40*. PSS has only been able to fit a rather dodgy shoot 'em up into the memory available, and has had to omit the ground gunning sequence, included in other computer versions.

There's a training mode and a one day Blitzkrieg game, but hardened flyers could attempt the 30 day Campaign. This at least adds a supply element to the battle, which makes the strategy more sophisticated.

Battle Of Britain falls between two stools for me, and while I can appreciate that a fast and furious game may seem more attractive to the punters, this will be too frenetic for most armchair air marshals!

Graphics
Playability
Value for Money
Addictiveness
5





AGENT X

Mastertronic/£1.99

Rachael Ka-thud! Pee-owwww! Ker-splonk! The X-rated Agent's at it again. Not that, silly! Saving the world's what, in a plot which is well stirred with the satire spoon.

The peace loving president of the USA has been kidnapped by a Mad professor, who's busy washing his brain and turning him into a warmonger. Success with the cerebral Persil means one thing and one thing only — World War Three. Only a budget game from Mastertronic can save the world now.

This is one from the cheap 'n' cheerful department, featuring multi-load action but not too much gameplay. Part one is a simple swerve and dodge driving game, seen in 3D from above. Score points for shunting other vehicles off the road. Not much to it — but then again, did you see *Street Hawk*?

Then there's a shooting gallery game. Geometric objects fly out of the walls to explode unless you hit them with your crosshairs. Finally, if you free the President, there's an escape through the caves.

Agent X looks great, and has some wacky touches, such as the life indicator, which consists of a little figure moving towards a gravestone. If only they'd been used to slightly better effect this could have been a Mastertronic classic.

As it is, it's unlikely to keep you hooked for weeks, but at this price most Agents wouldn't give a XXXX for anything else!

Graphics
Playability
Value for Money
Addictiveness
7

DOUBLE TAKE

Ocean/£7.95

Marcus What the deuce is this, Carruthers? A game of two universes, co-existing side by side (by Sondheim). How very singular, or possibly plural. What am I talking about? Ocean's latest game, *Double Take*, that's simply chock full of new ideas, that's what.

You play a research assistant left to look after the hyper-important "Physical Particle Investigation Unit" while everyone else goes down the pub. As you settle down to a cup of tea and the latest copy of *YS*, sumink dreadful happens, in the shape of sumink from the parallel universe called Sumink. Thanks to him, the two universes momentarily collide, causing all sorts of odd effects.

Possibly the most startling is that you're transformed into a hyper-energetic lab assistant's coat with a particularly bad case of the shakes. Yes, I did say a coat! Meanwhile, doors turn into whirlwinds, and aliens appear everywhere.

More importantly, it seems, objects from each universe have swopped places with each other, rendering the rooms in which they lie unstable. It's your job to change them back again.

And this is certainly no mean feat. Although you regularly cross between the universes, what you're carrying won't come with you until you've made it stable. This you do either by shooting loads of aliens or by finding the 'sparkling cloud', a sort of gleaming blob that floats around the base, looking as much like a sparkling cloud as I do Tom Cruise.

But here's where it gets complicated. Though the objects are the same in both universes, it's not their precise equivalents that get swopped. Instead you find that the saw, for instance, is changed for the syringe. And to make it even more confusing, not all objects are swopped, so the other saw may remain in the correct room. And why not? A room only becomes stable when the right object is put there, and then only if it's stable. I hope you got all that, not sure I did.

When you've returned all the right things to the right places

Activision/£9.99

Gwyn For some strange reason, every time I mention this game the whole office dances around, waving chickens in the air, singing, "Hack-errr two, two, two, push pineapple, shake the tree. . ."

They're a facetious lot, given to such levity, while I'm engrossed by weightier matters. I have to save the free world from those devilish Ruskies. Yes, Uncle Sam is calling and even their noisy little joke can't drown out his cry for help.

Down to business with the instructions. There's a small book to read before you can start. Deep in an installation in Siberia, Ivan has a notebook that could spell doom for the West. Probably why it's called the Doomsday Papers, really!

The idea is to infiltrate this secret base, which isn't that secret as the CIA has an agent waiting outside the gates, and get your mitts on the little red book. But as you're a top computer security expert, and therefore a bit of a weed, you're not expected to storm the place, SAS-style.

Instead you can do your spying from home, using a Multi-Function Switching Matrix — that could take a little time to install, so here's one the secret service prepared for you earlier! It's a sort of multi-purpose terminal gizmo, which lets you use the base's security cameras for your own ends.

As well as choosing the view on the four screens of this voyeur's delight, you can tap into the automatic cameras themselves, to get an idea of what the KGB is watching. Futhermore, the MFSM contains a radar map, which tells you where you are.

But the device's most important function is to let you control one of three Mobile Remote Units, in your search for the safe containing the papers.

Despite the lengthy MFSM manual, you're left on your own as to how to tackle your task — much the same as the original *Hacker*. The first thing is obviously to make full use of its visual facilities. How you configure the screen is up to you — though it'll probably go something like this.

On one you'll have the radar, which centres on the MRU in operation, and indicates the movements of the human guards and the security cameras that are in operation. You'll need this information for the game of cat and mouse.

You'll also need a map of the base, but this'll have to indicate more than where the rooms and corridors are. If you know which camera covers which area you can be prepared for them, so you'll avoid alerting the guards.

I didn't mention the video recorder facility before, but you can use it for more than catching last night's episode of *EastEnders*. As well as allowing you to check all movements in an area during the last hour, you can play back a picture of an empty room to the security cameras, even while your MRU is investigating a filing cabinet!

All the pictures are time synchronised, so if you fail to use the Fast Forward and Reverse to match up the video with the reality, the commissars will have no question about whether it was real or Memorex! They'll liquidate your droid, which could bring tears to your eyes!

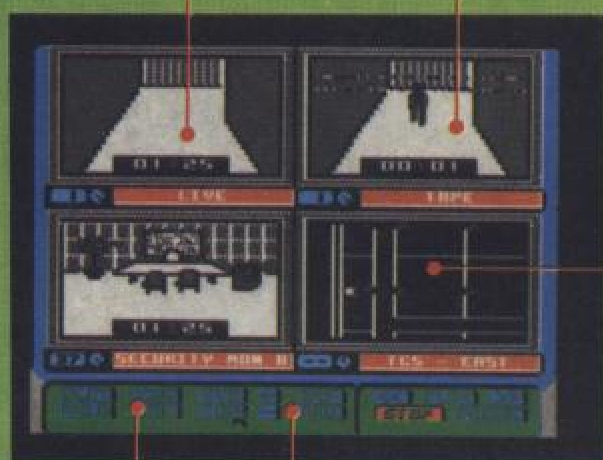
Hacker II has been well thought out. Despite the fact that it was originally intended for far more complex computers, the Spectrum conversion works very well. I wouldn't like to spoil your enjoyment, but do try to get the death of an MRU on camera — it's great fun.

So while the speed freaks won't find much to satisfy them here, more methodical players should have a ball. For my money, this is even better than the original *Hacker*!

Graphics / Playability / Value for Money / Addictiveness — 9

Here's what's happening. Use at least one screen to keep an eye on the action in your surroundings. Of course, matching the camera to the corridor may not be easy — and what's on the channel that gives nothing but static?

The two security monitors switch from camera to camera till they catch you. Clue — each one covers different areas, so find out which is used where if you want to use the VTR.



The radar shows active cameras, walking guards and your MRU. You move this by turning through ninety degrees, then advancing by pressing forwards or backwards.

Running a video may provide clues to the security system, and there are forward and reverse preview facilities. But most important is the cloaking technique which replaces the lives signal.

The controls are quite easy to master. Plus and minus symbols are used to change channels, while Select moves on to the next screen. And naturally there's a control to beat the curse of all monitors, a rolling picture caused by inaccurate vertical hold!

HACKER II

YOUR SINCLAIR MEGAGAME

and are thinking about that cup of tea you deserve, you must prepare yourself instead for the final confrontation with the evil Sumink. I haven't clapped eyes yet on this little lovely, but if the rest of the graphics are anything to go by, he should be worth waiting for.

True, you need a PhD to work out how the game is played. The inlay notes certainly won't help you. And the joystick control takes a bit of mastering, especially when you're trying to negotiate the whirlwind doors. Sainsbury's on a Saturday morning has nothing on the effect those doors will have on you.

At least, though, there's a game in there to be played, and one that should satisfy both hardened zappers and the more thoughtful herberts among you. It's not really a mapper's paradise — there are only 16 rooms — but it's the action that counts, and there's enough of that. And the graphics are great — as big, bouncy and fast as the Editor rushing to the bank with her cheque on payday. Attribute problems are kept to a minimum and, those doors apart (if only they were), *Double Take*'s a treat.

Graphics / Playability / Value for Money / Addictiveness — 8



GUNSTAR

Firebird/1.99

Rick Tune up those trigger fingers, folks, 'cos here comes some frantic arcade action from Firebird that'll lead to adrenalin overdoses nationwide! Fast and furious aliens flying at you at a rate of knots are what you're up against, though the plot's all too familiar. Earth has been colonised by unknown aliens (again!) From your secret moonbase, you and your comrades, Pulse fighters of the Gunstar fleet, must liberate the planet.

You have to battle through five screens to do it, though. First, zap the aliens while avoiding their fire — easy peasy, this, 'cos they fire dead slow and you've got high speed lateral, fore and aft movement. Then you've got to avoid the asteroids before spiking the guns of the alien command ship. That only leaves you the ALLOY robot's turrets to tackle before the menacing manoeuvre of docking with the mothership.

On screen you'll find your three lives and your running points total — this turns into a cowering astronaut each time you bite the dust. You also see your temperature and fuel levels. It's no use trying to hide in a quiet corner of the screen — your fuel level'll drop to nothing and you'll be a goner.

What *Gunstar* lacks in subtlety, it more than makes up for in high speed action and good graphics, that're wittily presented. It's a great way to earn your cosmic wings and reach for the stars at an unastronomical price!

Graphics / Playability / Value for Money / Addictiveness — **7**



MEGABUCKS



Firebird/£1.99

Marcus Chop chop, busy busy, work work, bang bang. Those Telecom boys are obviously on form this month, what with *The Hive* and now this spanking little cheapie. *Megabucks* isn't earth-shatteringly original — okay, it's uncannily like one of the David Jones' glorious Magic Knight trilogy from Mastertronic — but even the Ed in one of her more violent moods couldn't drag me away from it for the best part of a day. I was hooked!

As you might've guessed by the title, the game's all about greed. Professor Maxibillion III, an eccentric and viciously rich scientist, has died, leaving his fortune to American nephew Rock Carrington. But as Rock, you must overcome several obstacles and solve even more puzzles before you can get your sweaty little mitts on the Prof's moolah. And that means tramping around his house picking things up and using them in the appropriate places.

A familiar theme, huh? There seem to be a lot of hybrid games these days, combining successful chunks of previous hits to create something new. . . but old at the same time. And *Megabucks* is another one. Still, who cares when the result's as good as this? There are new ideas too, most notably the teleport device (remember who makes the game!) and the way you levitate around the place, which is fun if a bit hard to believe.

I don't want to give any clues away (except to say that you shouldn't be too put off by the Professor's first warning). But one course of action I would recommend is popping out to your local software shop immediately and snapping up this little beauty.

Graphics / Playability / Value for Money / Addictiveness — **8**

THE EIDOLON

Activision/£7.99

Phil (Humming to the tune of the *Third Man*) ...Eidolee dolon dolon, eidolee dolon dolon... oh, please yourself.

The nice thing about Lucasfilm Games, like *Rescue On Fractalus, Ballblazer* and this new *Eidolon* thingy, is that the games designers actually try to get a little bit of a storyline into them. The documentation that comes with them usually contains a well written and imaginative scenario that sets the scene and tells you how things work.

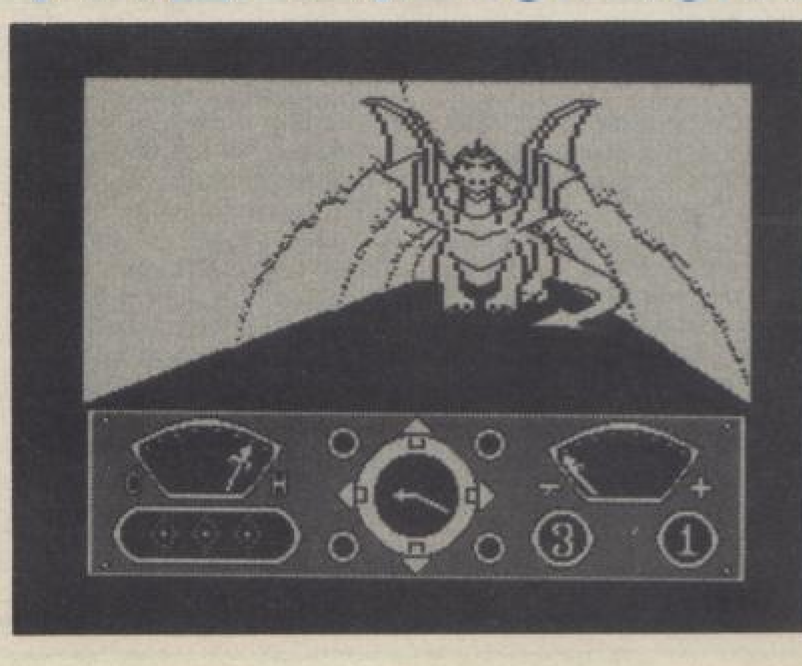
In the cellar of a house, once the laboratory home of the eccentric Prof Josef Agon, you discover a fantastic machine, covered in dust. Upon reading the Prof's diaries, it turns out that the machine is a vehicle which can propel you to another dimension... Cor!

The forces of magic churn through the rickety frame of the old banger, allowing you to capture and shoot balls of magic. You must collect balls of various colours, and gems too, until you can beat the guardian dragons at the boundaries of each level.

The graphics on this game are nothing less than superb. Fractals are employed to create a realistic cave network, which can move in 3D and in real time! The animals and creatures in the caves are dangerous and require different techniques and combinations of balls to destroy them.

Unlike many games that're pretty but have no real gameplay *Eidolon* is a taxing and fast playing game, with a lot of strategy and some very nice effects.

Graphics / Playability / Value for Money / Addictiveness — **7**



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software getting harder . . . .

KAT TRAP



Streetwise/£8.95

Rick Anyone who comes up with a game that begs to be called *Clap Trap* and has a hero named MT-ED (geddit?) surely deserves some credit. But the question is, does the game?

The fun takes place on Earth which has been taken over by the Cat Men. These purr-fect aliens are rampaging across the mother planet following a nuclear cat-astrophe and it's now up to you with the help of your remotely controlled exploration droid MT-ED to get to the heart of their defences and save the world. Sound familiar?

Luckily for you MT-ED is extremely manoeuvrable — as well as moving laterally he can also squat and jump. And he's going to need all these skills if he's to travel through multiple screens collecting various weaponry (bullets, grenades and even water!) and wipe-out all those nasties. To use your weapons you must key them in — on-screen graphics indicate which one you've employed.

And you'll have to be pretty dextrous with the old digits if you're to survive 'cos it's hard enough just to guide your droid.

To add to your problems your power pack is so small that your poor old droid gets dog tired very easily and collapses in a heap with great regularity. Although you can recharge yourself, no sooner are you fighting fit than you're surrounded by feline foe again. At least you've got five lives to play with before it's the final cat nap in the sky.

As a budget game *Kat Trap* might be a capable afternoon's caper but as a full price frolic? Pull the other one Streetwise! The graphics, though clear, are less than imaginative, even if they do scroll smoothly. And even the scenario isn't terribly original. But don't let that put you off — I'm sure some people might find these cat-like capers fun!

Graphics
Playability
Value for Money
Addictiveness
6

TOP GUN

Ocean/£7.99

Phil "Take my breath awayyyyyy-yah!" Ah yes, the thrill of the wind whipping through my cockpit. . . brrr! Chilly, innit? Ever wished you could be like Tommy Cruise, whistling through the air with the greatest of ease, no safety net, a clean Peaudouce Baby Slip on, and a fresh girlie by your side? You do? Good, 'cos now you too can be a Top Gun, and fly combat missions in superfast aircraft, jus' like the real thing.

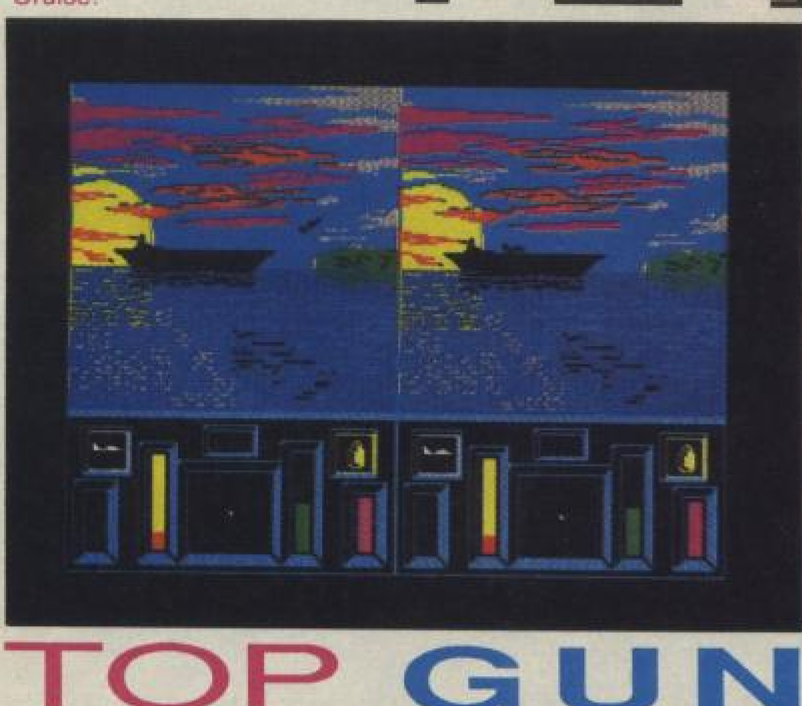
You have, at your disposal, two triffic varieties of death to hand out to the baddies — rapid-fire cannons and heat seeking missiles. To defend yourself against the baddies' missiles, you also have a starburst — a kind of flare that distracts the missile's attention.

The flight is fast and furious, incorporating some of the features of a flight simulator, and includes split-screen action. Your opponent's point of view is shown on the right hand screen, and your own cockpit view is displayed on the left.

The graphics are vector plotted line drawings, and represent the aircraft from the film. F-15 Eagles? I dunno, I can't tell an airplane from a cheese sandwich, which is why I've never been abroad. Anyway, they're nicely drawn, and they fly like the real thing — mostly because the position of the ship is redrawn in 3D each time, rather than being a more crude sprite. It's a bit like a rougher version of the ships in *Elite* or *Tau Ceti*.

Lots of fun. And it's your one chance to pretend you're Tom Cruise.

Graphics
Playability
Value for Money
Addictiveness
8



NUCLEAR COUNTDOWN

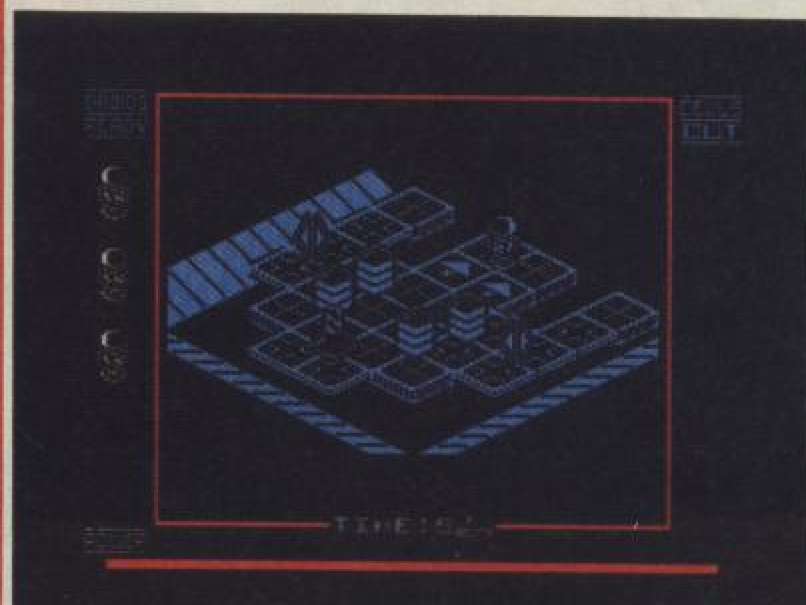
Atlantis/£1.99

Phil Any game called *Nuclear Countdown* is bound to be a tacky little depressarama, right? Well, you're wrong! The aim of the game is to neutralise a series of nucleo cells distributed around the playing area, and you do this by simply bumping into them. The style of play is somewhere between *Spindizzy* and *Bombscare*, with a soupçon of the best qualities of both.

The graphics are great — my favourite sprites are the little robot that you control, and the lumpy power cells you absorb on your way around the complex. The gameplay is slow at first, as you discover how to work your way round the rooms. After the first few goes, though, you can sprint around, using the moving floor sections for speed, as fast as you can handle. If you run out of time the reactor in the complex explodes, blasting every pixel from the screen in a huge nuclear explosion.

This is a really good solid little game, which, although not stupendously original in concept (man), is very good value!

Graphics
Playability
Value for Money
Addictiveness
8



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SCALEXTRIC

Leisure Genius/£9.95

Phil Cor! I remember this! I sat huddled with my mate in his loft, our two little cars rattling around the black track with a silver rail up the centre... Scalextric. Second fave indoor sport to Subbuteo Football, to blokes of my age anyway! Wow! Many an hour or three has been whiled away, going too fast along the track flipping my little JPS off the banked curve into the fishtank.

So now there's a computer game? Surely some mistake, you can't replace the thrill of real little cars and bits of broken plastic track by a video game. Imagine my surprise when, far from being a load of old tut, it's actually a sensible and highly playable race game.

Oh sure it's got fifteen different tracks from around the world, like all the others. And yes, I know it's borrowed most of its ideas from the likes of *Pole Position*. But I'm sentimental about this old corker, and I think it's a great game. The graphics are a cut above the previous games of this ilk, and the inertia and motion of the cars are a smidgin more realistic than its rivals. The thing which really puts it nose and front wheels ahead of the pack is the feature that allows you to design your own track layouts. If the world's racetracks are a bit too tame for your taste, you can bang together your own track from segments, just like the real life game.

As a bog standard race game, it's reet gradely, but having said all that, there are some things I wish the programmers had incorporated. It would've been very nice to be able to flip your cars off the track at the corners, 'cos for me that was half the fun of playing Scalextric in the first place. I'm sure this wouldn't have been much of a problem, and it would've made it more like the real thing.

So, if you can afford it, buy it and enjoy. You too can be Sports Personality of the Year.

Graphics
Playability
Value for Money
Addictiveness
8



PROFESSIONAL SNOOKER SIMULATION

Code Masters/1.99

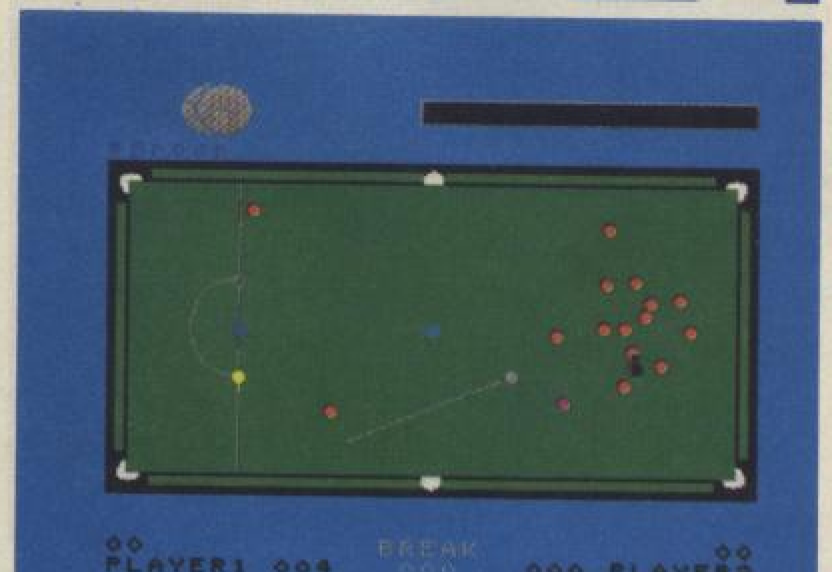
Rick Fed up with TV snooker? Find Steve Davis just too 'interesting' for words? This may be the game to reinspire your interest in the clatter of the cue on the ball. It's a snooker simulation that feels authentic at a budget price.

You start on practise mode. This lets you play through any shot without having to worry about the rules. Then you get on to the gameplay, which is always two up, you never get to play the computer. Your break and score are always on view, and if you go out of turn or play a foul shot you get a reminder that you're breaking the rules. A black dot on an enlarged off-table cue ball shows where your cue will hit it — this means you can give the ball a bit of spin to get it where you want it.

There's also a table level view of the way the cue ball and the object ball are placed, so that you can thump away with confidence. The strength of your shot depends on the length of time you leave between taps of the shoot key.

This all sounds a bit technical, and unless you're a snooker freak you might find it a bit off-putting at first. Persevere, though, 'cos it's not a bad simulation for two quid. Snooker players'll find it a real bargain, though if you're not a fan, you may feel more inclined to keep money in your pocket, not balls.

Graphics
Playability
Value for Money
Addictiveness
7



NINJA



MAD Games/£2.99

Phil Good grief, another Ninja game? Oh well, here we go. Strap meself up in black clothes. Get the old shurikens and razor sharp dragon tongue sword. . . Coo, it's a lark, all this mastery of the Light and Dark, walking through walls and jumping without moving, innit? Right, off to work.

You are a Ninja, whose solemn task (they never get funny tasks do they?) is to rescue a Princess from the clutches of some evil martial arts and magic genius. You can pick up weapons and throw them. You even get them back sometimes, too! You must chop, kick, punch and leap your way through rank after rank of fierce and deadly ninjas. Not forgetting, of course, the Karatekas and Thugs. (Refugees from *Yie Ar Kung Fu*?)

Not a bad game, really. Shame the version I got wasn't terribly finished. It kept crashing and bits of graphics got stuck on the screen — a shuriken I dropped on the first screen hovered in the middle of all successive screens! If you can get it to work, though, it's a pleasing little duff 'em up, and worth a look.

Graphics
Playability
Value for Money
Addictiveness
5

KONAMI'S GOLF

Imagine/£7.95

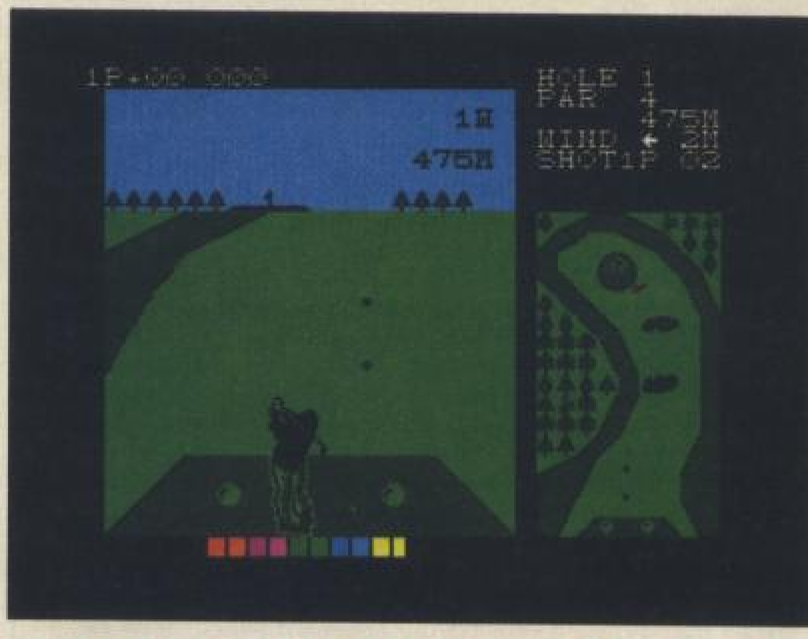
Luke Useful game, golf. Deadly dull to play, of course, unless you actually enjoy hunting around in marshes and woodland for lost golfballs while your partner returns triumphantly to the clubhouse for a swift G'n'T. No, as a way of passing the time I can think of many things I'd rather do than play golf, like being stung by killer bees or getting trapped in a lift with a party of drunk photocopier salesmen from Scunthorpe.

It's still a useful game to know about, though, especially if you've set your sights on being a bank manager, accountant or a high class solicitor. Fortunately, you can now find out all there is to know about the ancient game for less than the price of 40 Walnut Whips. With *Konami's Golf* you'll be able to talk all about slices, hooks, fairways and bunkers without even having to watch *Around With Alliss*. Everyone will be fooled.

The game covers nine holes of Japanese parkland, on which you swipe your ball towards its eventual target anywhere between 160 and 470 yards away. Allowing for distance and wind speed, you choose your club and set your aim. You then decide whether to hit the ball straight, hook it or slice it, and then you club it to kingdom come, or in my case into a clump of trees!

It's all great fun, if not very taxing, and the graphics are lovely to look at. Putting is probably the game's major weakness — the "borrow" on each green can only be worked out by trial and error, by which time you've played about 27 shots. But let's not get too technical — *Konami's Golf* certainly doesn't. As a game it's more likely to appeal to non-golfers, though as a form of computerized cribsheet it's a godsend to anyone sensible enough to avoid golf itself.

Graphics
Playability
Value for Money
Addictiveness
7



SUPER CYCLE

US Gold/£8.95

Phil Hang On! BrrrrrrrRRRRRRRmmmmmm! Eeeeeee! Brrrrr...

It's incredible, really, what playing race games does to 'serious' computer journalists. I can't help myself! I'm a sucker for anything like this, 'cos if it's got some wheels and goes vroom I'm all for it.

Motorbike games are a little bit thin on the ground these days. This one was spawned, it seems to me, as a coin-op conversion of a game called *Hang On*, a spanking little game in the arcades last year.

As a cycle race it's alright, with all the usual bells and whistles — gears, Xmas tree start lights... you know the drill. It's a bit lacking in the excitement department, with no real goal, like a highscore table, or league ladder. You just cycle as fast as you can until your time runs out, which seems a bit of a pointless exercise to me.

On top of this, there appear to be a few bugs in the game. Get this — after swerving off the track and off the screen I then appeared on the other side of the screen! Weird! Another strange effect — when I hit a post at the side of the track, I stopped dead and fell off. I was completely stationary. So why did the opponent bikes whizz past me like I was overtaking them? Double weird!

A peculiar little offering, and not one of US Gold's best.

Graphics
Playability
Value for Money
Addictiveness
5



BMX SIMULATOR

Code Masters/£1.99

Phil Do people still ride BMX bikes? I can't recall the last time I saw one... odd really, 'cos at one point you couldn't take a step without tripping over a ramp, or having your toes run over by some eager Darth Vader lookalike on a fat tyred bike. Still, someone must remember them, 'cos here's the simulation.

Steering with the joystick, and peddling with the fire button held down (I'm so glad you don't have to wibble the stick *Daley Thompson* style!) you play the computer, or a mate, racing around one of seven circuits. The trick is, naturally enough, to race around the track without falling off, in less than the time allotted. I know it sounds easy, but of course it isn't. You bump into the tyres and old car seats with depressing regularity, and spend so much time flying through the air you feel like a British Airways commercial.

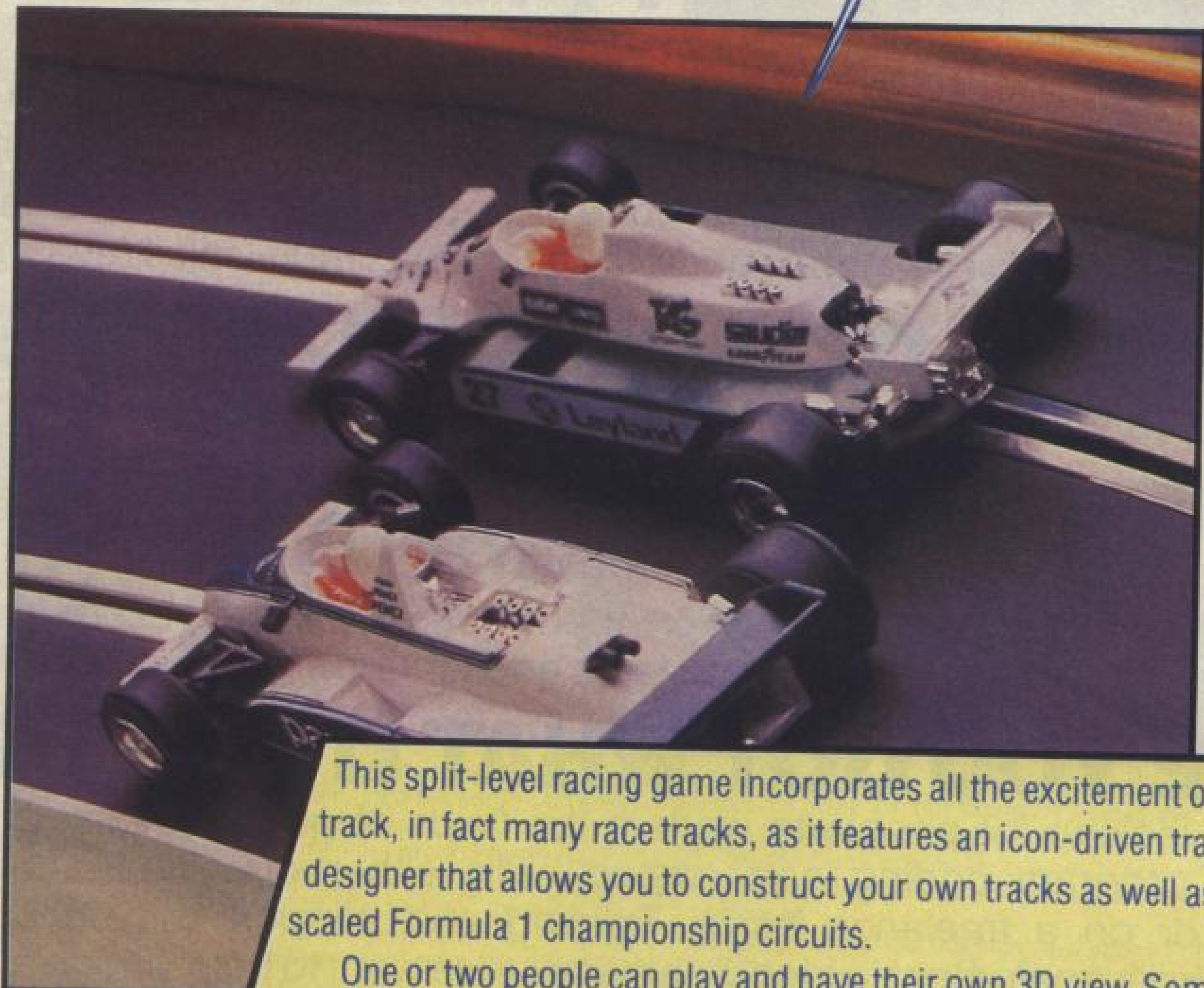
I'm not so sure I like the plan view you get of the track either. The BMX bikes and their riders look like that old Mexican on a bicycle joke, but you soon get used to that. It plays really fast, so you'd better be a bit clever with the old handlebars if you want to get round the track.

An impressive game, especially for the price. I recommended it.

Graphics
Playability
Value for Money
Addictiveness
7



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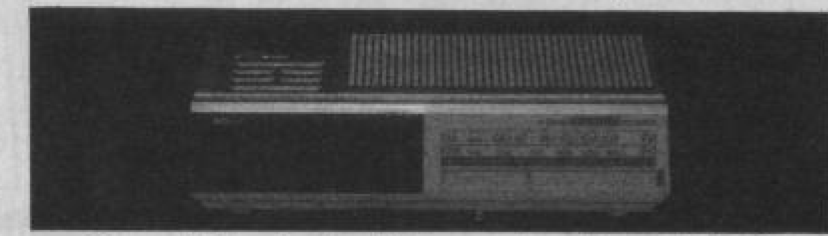
YS AND KONAMI COMPO

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It's a steal! Three smashin' Philips clock radios up for grabs! Cor blimey, guv! It's worf doin' a stretch in Parkhurst for a bit o' swag like that. Even if you can't walk away wiv the radios (when no-one's looking), there's a risk you could end up doin' porridge playing Konami's new con — sorry, coin-op conversion, Jailbait... I mean, *Jailbreak*!

Konami's own programmers have converted the arcade pocket money chomper, so that it's doin' a runner on the humble Spectrum. The game takes place after a riot in the prison. The cons have busted loose and taken the Governor and some screws hostage. A whole hardware shop of screws! Wow! You play the part of the local Old Bill, who's unenviable task it is to free the hapless filth from the clutches of the rampaging recidivists (look it up!), and fight your way through to rescue the Governor. Each time you rescue a hostage, you get a new weapon to employ against the cons, but you mustn't lose a hostage 'cos you'll lose any weapons that you've gained. It's got five levels, it's got speech, it's got beautiful music, it's got multicoloured scrolling backgrounds — it's got the lot!



You won't do extra time in the morning with one of these!

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If your name is one of the first three pulled out of the safe, you're nicked... Irish Stew in the name of the Law! You'll be sentenced to one of the stolen... er, star prizes of a Philips D3142 AM/FM Electronic Clock Radio. If you can't count or miss an obvious pun, then don't give yourself up, 'cos you still stand (and deliver) to win a copy of the fantabulous *Jailbreak* arcade game for the Spectrum in your cell.

Right, here's a spoon. Get diggin'. Oh yes, and good luck. You'll be needing it! It's criminal what you can win with *YS*!



Illustration: Nick Davies

I'm a supergrass. I spotted .... arrows

Inmate's name ....

Address ....

....

....

.... **Postcode** ....

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Any fraternising wiv the Boss (*That's me! T'zer*) is strictly verboten.

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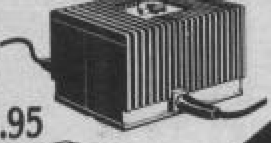
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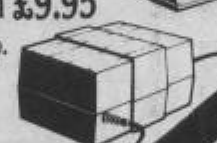
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HACKING AWAY

Send all your POKEs, hacks and cries for help to ZZKJ, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

WIN A BADGE · WRITE TO US AND

Fancy a POKE in the hacks? ZZKJ's the man to do it!

It's true, I *am* a demolished man! I've found myself in Alfred Bester's book called *The Demolished Man.* The probability of any four letters chosen at random being the same as my name is staggering — 1 in nearly half a million (well, 1 in 456,976 to be exact!

Anyway, enough of my rantings, let's get on with the POKEs.

RUNESTONE

The first one off the heap is for Firebird's *Runestone,* and it comes from **Paul Stephenson** of Leeds. This POKE allows you unlimited access and the freedom to leave buildings even if the owners would far rather you stayed. If you want to use it, you just type it in, save it off to tape, RUN it and play the game tape from the start. If the message "DATA ERROR" occurs, then you'll have to check your typing 'cos somewhere in there will be a typing error. Don't worry if there are no stripy lines in the border while the game is loading. It'll just stay blue, but the game is going in, it hasn't crashed — honest!

```
  10 REM RUNESTONE HACK ©PAUL
 STEPHENSON
  20 CLEAR 65000: LET t=0: LE
T h=65337
  30 FOR f=1 TO 15: READ a$:
FOR g=1 TO 8
  40 LET a=CODE a$(g*2-1)-48:
 LET a=a-(7 AND a>9)
  50 LET b=CODE a$(g*2)-48: L
ET b=b-(7 AND b>9)
  60 LET a=a*16+b: POKE h,a:
LET t=t+a: LET h=h+1
  70 NEXT g: NEXT f
  80 IF t<>13676 THEN PRINT "
DATA ERROR": STOP
  90 BORDER 1: PAPER 1: INK 7
: CLS
 100 RANDOMIZE USR 1366+USR 1
366+USR 65354
 110 DATA "3E0D3D20FD790EFE"
 120 DATA "ED48A9E640C00420"
 130 DATA "F4F33E09D3FEDD21"
 140 DATA "FE3F11021C310000"
 150 DATA "21005BE506C8CD39"
 160 DATA "FF78FED530F6CD39"
 170 DATA "FFDD7500DD231B2E"
 180 DATA "80CD39FFCD39FF3E"
 190 DATA "E290CB1D06D030F1"
 200 DATA "7AB320E53A005BFE"
 210 DATA "3BC83E21323A5BAF"
 220 DATA "32415BCD005B3E18"
 230 DATA "326A8532059F3E21"
 240 DATA "329E9B32AE9BC3E8"
 250 DATA "FD48454C4C4F2100"
```

COBRA & BOBBY BEARING

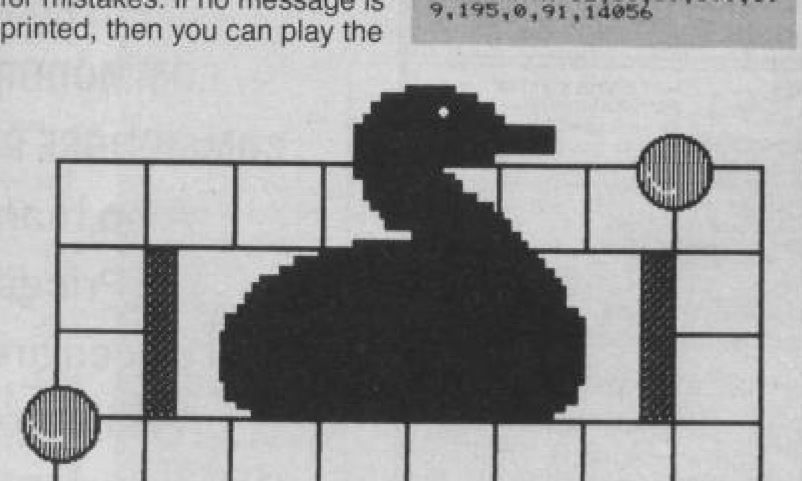
Now this is something really good! This program not only gives you hacks for two games, Ocean's *Cobra* and The Edge's *Bobby Bearing,* but it's also a hack for the big and bulky Alkatraz loader that's used for games such as *Fairlight and Fairlight II.* I'll be giving you a hack for *Fairlight II* next month, all being well. But let's move on with *Cobra* and *Bobby Bearing.* This mega hack has been sent in by someone called **Skunk** who lives in Fife — I hope his/her/its friends know who he/she/it is and gives him/her/it a pat on the back from me. To use Skunk's hack you first type in the large program called 'Alkatraz loader hack' and save it to tape. Then RUN it and if the message "DATA ERROR IN MAIN BLOCK" appears then you'll have to check the data as there'll be a typing error somewhere. If the message "E out of data" appears then all is well and you can carry on. To use either of the two hacks supplied, load the program you've just typed in and add the relevant lines to the end of it. Then RUN it, and if the "DATA ERROR IN GAME BLOCK" message appears check the newly added lines for mistakes. If no message is printed, then you can play the game tape from the start.

The *Cobra* hack gives you infinite lives and a constantly full duck, and the *Bobby Bearing* hack stops your counter from going below 900.

```
  10 REM ALKATRAZ LOADER
HACK ©SKUNK
  20 CLEAR 65000: LET t=0
  30 FOR n=64223 TO 64316
: READ a
  40 POKE n,a: LET t=t+a:
 NEXT n
  50 IF t<>12120 THEN PRI
NT "DATA ERROR IN MAIN BL
OCK": STOP
  60 FOR n=n TO 1e9: READ
 a: IF a<256 THEN POKE n,
a: LET t=t+a: NEXT n
  70 IF t<>a THEN PRINT "
DATA ERROR IN GAME BLOCK"
: STOP
  80 RANDOMIZE USR 64225
  90 DATA 24,46,33,89,5,9
3,22,250,1,134,0,213
 100 DATA 237,176,235,35,
35,34,95,250,46,122
 110 DATA 112,46,215,116,
46,207,54,188,33,38
 120 DATA 210,34,126,250,
225,49,61,251,221,225
 130 DATA 209,191,55,8,24
9,233,49,65,251,221
 140 DATA 225,209,59,225,
193,205,29,251,24,43
 150 DATA 221,110,0,124,1
70,171,221,172,221
 160 DATA 173,173,221,119
,0,124,203,99,40,3
 170 DATA 129,131,146,128
,103,221,35,27,122
 180 DATA 179,32,225,201
 190 REM GAME DATA HERE
```

```
 200 REM COBRA
 210 DATA 225,81,83,168,1
68,97,88,152,92,196
 220 DATA 68,62,183,50,10
9,136,62,201,50,187,154
 230 DATA 33,95,251,17,0,
91,1,14,0,213,237,176
 240 DATA 201,33,200,249,
17,254,255,1,33,152,237
 250 DATA 184,195,16,175,
18062
```

```
 200 REM BOBBY BEARING
 210 DATA 186,64,183,181,
0,91,111,155,16,106,110
 220 DATA 62,36,50,190,10
9,195,0,91,14056
```



HACK OF THE MONTH

UNIVERSAL HERO

It's a hard life being a hero! If you're finding it tough to play the man everyone looks up to in Mastertronic's *Universal Hero*, then don't worry. **Terry Bradshaw**'s sent in an infinite energy hack to keep you constantly topped up. Terry sent in the hack on tape as well as in listing form. Which is great for me 'cos then I can be sure I've got the hack exactly right, no reading badly printed listings or someone's rotten hand-writing. Anyway, all you have to do with Terry's hack is type it in, RUN it, and if it doesn't say "DATA ERROR" then play the game tape from the start and away you go.

```
  10 REM UNIVERSAL HERO
HACK ©TERRY BRADSHAW
  20 LET t=0: FOR n=23296
 TO 23420
  30 READ a: POKE n,a: LE
T t=t+a: NEXT n
  40 IF t<>11969 THEN PRI
NT "DATA ERROR": STOP
  50 RANDOMIZE USR 1366+U
SR 1366+USR 23296
  60 DATA 221,33,80,195,1
7,0,1,62,255,55,205,86,5,
243,49,128,91,33,0,88,17,
1,88,117,1
  70 DATA 255,2,237,176,2
21,33,0,144,17,0,27,62,25
5,55,205,86,5,243,33,0,14
4,17,0,64
  80 DATA 1,0,27,237,176,
221,33,141,91,17,114,164,
62,255,55,205,86,5,243,33
,0,88,17
  90 DATA 1,88,1,191,2,11
7,237,176,221,33,0,64,17,
0,8,62,255,55,205,86,5,24
3,221
 100 DATA 33,0,88,17,0,1,
62,255,55,205,86,5,243,62
,201,33,51,150,119,33,252
,150,119,33,211,150,119,1
95,0,130
```

NIGHTMARE RALLY

To finish off this month, here's a little hint on Ocean's *Nightmare Rally* for those of you who're finding it tough going. Start off and go into first gear, keeping the accelerator pedal pressed down. Then press symbol shift to see the best turbo boost around! Thanks to **Colin Kirkness** from Orkney for that useful piece of information — you watch, I'll be taking over from that metal heap Hex Loader yet!

Okay, it's time to go. I'll leave you, though, with the immortal lines — Old hackers never die, they just nybble where they once used to byte! Keep those hacks and POKEs coming — *YS* badges go to those printed.

FIST II

The Legend Continues

...all the way down to your feet! Phil South gets his kicks trying out Melbourne House's sequel to Exploding Fist — Fist II!

If you get your kicks beating the tar out of your mates, then you'll remember *Way Of The Exploding Fist*. Yeah, you know — a pair of jappy chappies knock spots off each other until one decides to have a lie down. Okay, I guess, if you enjoy senseless violence, and let's be honest, who doesn't? But it wasn't long before the *Exploding Fist* formula became a bit of a pain in the neck (Hyah! Ouch), especially with all the other martial arts games bursting onto the scene.

Fist II incorporates the same joystick movements you had in *Fist I*, so already proficient fisters can get stuck in right away. The difference comes when you start to move around. The landscape scrolls smoothly to take you to loads of different locations, giving the new game an almost arcade adventure feel.

So how, I hear you mumble through mouthfuls of chop suey, does it play? Velly, velly well, actually.

You are a young disciple of the Way Of The Exploding Fist, and a descendant of the Grand Masters to boot! The people of your land have been enslaved by the Evil Warlord, who rules from within a volcano fortress, and is guarded by warriors and mercenaries, not to mention fierce black panthers. (I told you not to mention them!) But brushing the obvious dangers aside, all you've got to do is fight your way to the Evil Warlord, and destroy him. *All*?

To achieve this reckless goal, you must get the scrolls (no jokes please), which were strewn around the land by your ancient forefathers. (One father is enough for most people, but our hero has to have four!) Each scroll is an ancient trigram symbol, like those used in the I Ching, and you've got to learn how to use the magic of these symbols if you're to defeat the Evil One.

Okay, so it all sounds pretty spiffy, sitting there all comfy in your armchair, but what's it like running across the plain pursued by hungry panthers? Well; as a combat game system it certainly takes some beating. You can make 21 different combat moves, which if you consider that it probably takes at *least* three stages of animation for each move, (plus mirroring the same moves for motion in the other direction) means there's over 120 bits of animation... and that's just for our hero! There are other characters, too. So the quality of the animation and control is truly brilliant.

The backgrounds scroll *very* smoothly, and are cleverly drawn with careful attention to techniques that mask the attribute problem very effectively.

The baddies are fearsome indeed. Some fling shuriken stars at you, others are highly intelligent and block your every move. But worst of all are the panthers, which spring out at you before you can say Thomas O'Malley. You've got to be faster than the eye can follow, swift as the breeze, and have more strength than an order of curried prawns! In short, a master of the *Way Of The Exploding Fist*.

So, if you can walk on rice paper and leave no mark, this could be the quest for you. Eeeeeeeee yahhhhhh!

Graphics	9
Playability	
Value for Money	
Addictiveness	

FAX BOX

Game	Fist II — The Legend Continues
Publisher	Melbourne House
Price	£8.95
Keys	1,Q,W,E,A,D,Z,X and C
Functions	Too many to list
Joysticks	Kempston, Sinclair and Protek

CRUEL FOR CATS

And so the brave young warrior stepped into the light, ready to face whatever awaited him. Suddenly, out of nowhere, a black panther leapt from the foliage ahead. Its fangs glinted in the sun...



With some opponents, the only way (or should that be Way?) to get past their expert blocking is the Kneeling punch. Simply hold the joystick down and quickly push it forward. This is the Exploding Fist!

Don't pussyfoot around! If you can't punch the cats, try ducking under their leaps. Just hold the joystick down until they've sailed over your head. It would be just your luck if you ducked in the wrong place though, wouldn't it.

In this forest lie old ruined temples. Inside, you might find secret tunnels that'll take you under the volcano, closer and closer to the lair of the Evil Warlord.

Cat-astrophe strikes! A big cat, with snarling white teeth. Get him off! Only one thing for it. I'll have to try and punch him in mid air, either with a high punch or jab to the body. Hyah!

Grasshopper, for it is your Chi, or life energy. Avoid the blows of your opponent and it'll stay long. Punching him up a bit distracts him!

SHRINE OF THE TIMES

In the heat of battle, our young hero stumbles upon a shrine, hidden away in the winding tunnels under the volcano. He meditates a while, and soon feels strong again. He imagines a trigram symbol... what can this mean?



This is Ch'ien, a creative trigram, representative of heaven and associated with great strength. One can guess at what kind of ability the knowledge of this scroll brings to the finder...

The primary function of the shrine is to understand the knowledge of the Fist Masters. But a secondary function is to restore your energy level to its original level. The more henchmen you kill, the more your energy rises.

When you've found a scroll and brought it to a shrine, something magical happens. (*You mean Paul Daniels appears? Ed*) You learn the meaning of the trigram it contains, and you adopt the abilities it represents — Strength, Invulnerability, Protection, Source of Light and so on.

On entering the shrine, you must walk forward until you touch it, then walk backwards, and you'll sit down automatically. Now you can meditate and use the shrine's power.

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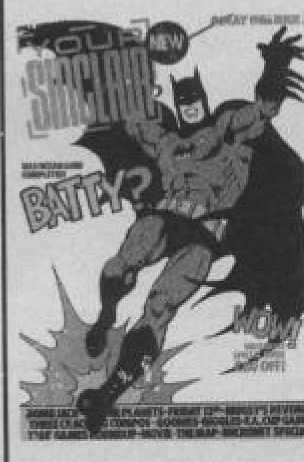
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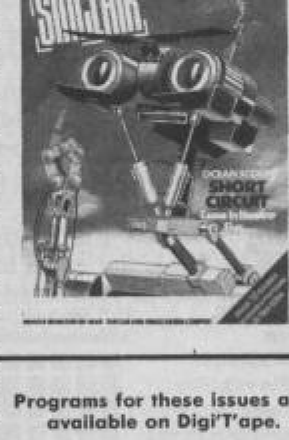












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TASK FORCE

Has the romance gone out of your routines? Cupid *Ian Hoare* brings you some listings you'll fall in love with.

I've got loads of really useful tips this month and quite a few came from **Peter Erskine** who obviously reckons he's about to take over my column. Well, I'm not budging but I welcome all your tips, routines and pleas for help.

But first I'd like to start with a point made by **Michael Fulwell** of Reading. He says that, according to Rodney Zaks in his book *Programming The Z80*, when using vector tables with Interrupt Mode 2 the low byte of the vector address is formed from the TOP 7 BITS of the data bus. This means that when the IM2 finds an address to jump to it'll always be even. (Go on, work it out!). He goes on to say that it therefore isn't necessary to have the same number in both pairs of the vector table.

Well Michael, in theory you may be right, although David Webb, in his book, *Advanced Machine Language*, says that the data bus can pass any value as the low byte of a vector address. In practice, though, not all add-on manufacturers have read Zak's book — for example Kempston joysticks will allow the low byte formed during an interrupt to have any value between 0 and 255, both odd and even. I've not actually checked out what happens in detail but why don't you try this interesting experiment to see for yourself.

Set up a vector table with different values in the two bytes making sure that the values are realistic addresses just in case Michael is wrong! Then set up two different interrupt handlers at those addresses pointed to by the table. For simplicity they need only make the border different colours so you'll know exactly which handler is being used. (Remember that interrupts are generated every 50th second, so some kind of a pause might be worthwhile!)

Now run the routine on a Speccy without any add-ons to see what happens and then try it on a Speccy with several different add-ons. If David Webb is right you should find that with the Kempston joystick installed you get both handlers used. After you've tried all that out how about dropping me a line saying what you found. Details on the use of a vector table and IM2 can be found in the December and January issues.

Okay, before all you keen-eyed trainspotters write in, I know I haven't really answered the crucial question of whether only even numbers can be passed. I'm leaving that one for you lot to find out! Away you go, but not before you've finished reading *Task Force*.

Pete Erskine wrote in thanking me for my explanation of the refresh register and, even better, sent in some really natty programs. First off is an extremely quick way of locating any character sets used in games. Obviously you'll have to substitute values in line 10 where Pete's put CODE BLOCK START ADDRESS. . . and so on. STEP 100 instructs a fast search, but because character sets are generally 768 bytes long it's impossible to miss one.

```
10 FOR I=CODE BLOCK START
ADDRESS TO END STEP 100
20 LET hi= INT (I/256): LET lo=
I-256*hi
30 POKE 23675,lo: POKE 23676,hi:
REM UDGs
40 PRINT "A"'"B"'"C"'"D": REM
these are the graphics
characters NOT the normal
letters.
50 NEXT I
```

The above routine'll find the approximate address. BREAK and PRINT I when you've seen that you've got something. Then when you've done that (allowing for the fact that there are eight bytes per character) take a guess at the start of the set and use it as I. Modify the lines slightly as shown below:

```
10 LET I=......
20 LET hi=INT (I/256): LET lo=I-
256*hi
30 POKE 23675,lo: POKE 23676,hi
40 PRINT PAPER 1; INK 5;"A"'"B"
etc: REM all the graphics char-
acters from a to u
```

Now make adjustments to I until the start of the set is found — that's a space followed by !"# if the set is a complete one. Adjusting I by one will move the characters up or down by a pixel in their character square. Any with true descenders, such as "g" should have their tail in the bottom pixel row. Once that's right they can be saved as CODE 1,768 to add to your collection.

And here's another baby routine from Pete. This four line module can be merged in your programs to underline text.

```
10 REM DEMO: LET u$="underline":
PRINT at anyL,anyC;u$;: GOSUB
9950: STOP
9950 LET ui=2: REM ink colour
9951 LET xc=8*(33-PEEK 23688-LEN
u$): LET yc=8*(PEEK 23689-3)-
(PEEK 23689>3)
9952 PLOT xc,yc: DRAW INK ui;8*
LEN u$-1,0
```

Pete went on to say, "I see the old chestnut of Hex conversion (or number bases) is still cropping up occasionally. Believe me, I would not want to add fuel to the fire but I reckon the following two programs take the record for economy."

Decimal to Hex for 16 bit numbers. FN H$(n):

```
1 DEF FN A(n,m)=INT (n-m*INT
(n/m))/m*16): DEF FN c$(n)="0123
456789ABCDEF"(n+1): DEF FN h$(n)
=FN c$(FN a(n,65536))+FN c$(FN
a(n,4096))+FN c$(FN a(n,256))+FN
c$(FN a(n,16))
```

This occupies 193 bytes. Hex to decimal for hex string of any length:

```
2 DEF FN h(x$)=(CODE x$-48-(7
AND x$>"9"))*16^(LEN x$-1)+VAL
(("0" AND LEN x$=1)+("FN h(x$(2
TO))" AND LEN x$>1))
```

This is a recursive method and it uses 120 bytes. "Beat that!"

Certainly Pete. If in the first routine you add LET x=VAL "16" and then substitute x for 16, x*VAL"4" for 65536, x*VAL INT PI for 4096, x*x for 256, you get it down to 178 bytes including the space taken up in the variable area for x. In the second routine you can save space by substituting VAL"48",VAL"7" and so on for numbers above 1 and SGN PI for 1! You can't do this for the '2' inside the quotes but that still means you've got it down to 96 bytes! Beat that! Actually, I don't think the second routine works for hex numbers beginning with a '9'. Can any of you out there work out why and send me a corrected version. Try it with 9C40 which ought to give 40000.

Finally (phew) Pete sent in a short piece of code to alter RAMTOP without losing any variables that you may need. As he points out, it can also be used to tidy things up if you've had a break in a program while in subroutines. It may be called from within a Basic program that'll happily carry on running. Nifty or what?

Send your routines to: Task Force, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

```
10        ORG  ANY
20        LD   HL,65367
30        LD   (23730),HL
40        LD   BC,4867
50        LD   (HL),62
60        DEC  HL
70        LD   SP,HL
80        PUSH BC
90        LD   (23613),SP
100       JP   1B76H
110       END
```

To use this you simply POKE in a value at ORG+1 and ORG+2 to correspond to the value you want for RAMTOP. If you don't, RAMTOP will be set to the normal switch on value. Thanks for all those tips, Pete, and keep them coming.

William Hensel from East Grinstead wrote in with two questions and a crafty bit of code to make the Speccy act like a synth. First he asks how to program multichannel music from machine code and whether I can recommend a good book on sprites. Well, David Webb's book that I mentioned earlier is pretty good as it covers IM2 powered sprite routines in a lot of detail. About multi-channel sound. . . um. . . er. . . I don't honestly know. Does anybody have any ideas? If so write in and let me know. And now William's routine. Just type it in and see what happens. I've added lines 110 and 140 so you can use the Break key to escape from the program instead of pulling the plug.

```
10              ORG  ANY
20              XOR  A
30    LOOP      LD   HL,65535
40    LOOP1     IN   A,(254)
50              OR   8
60              OUT  (254),A
70              DEC  HL
80              LD   A,H
90              OR   L
100             JR   NZ,LOOP1
110             LD   A,7FH
120             IN   A,(0FEH)
130             RRA
140             RET  NC
150             JR   LOOP
160             END
```

William by the way is 12 and has a fierce Gerbil. He also asks where he can buy trousers!! Well, with a manic gerbil running around I suggest a Jungle Sale.

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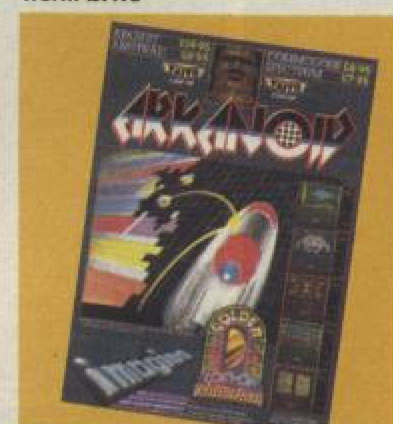
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■ Swop ZX printer, *GAC*, Quickshot joystick, programmable interface. The lot for a ZX microdrive or a Multiface 1, or any other backup system, Phone Paul on St Helens 50448.

■ Spectrum+ 48K, Datacorder, Ram Turbo Interface, Quickshot joystick, JY2 joystick, sound amplifier and over £100 worth of software, magazines and books. All boxed and as new. £180 ono. Write to Edwyn Thomas, 42 Landedmanus, Westhoughton, Bolton, Manchester BL5 2QJ.

■ Kempston Pro interface and *The Way Of The Tiger*. I will swop these for a Ram Turbo interface with reset button and any good working joystick. Please write to Vincent St Clair, 57 Herondale, Birch Hill, Bracknell, Berks RG12 4ZT.

■ 128K Spectrum for sale. Includes serial printer, interface, and paper. Joystick and Kempston/Sinclair/cursor compatible interface. Tape recorder and games. All boxed and manual. £220 ono. Please phone (0706) 78590 and ask for Mark.

■ 48K Spectrum for sale. Includes microdrive, Interface 1 and cartridge, voice synthesiser, sound amplifier, Kempston compatible joystick interface and games. Complete with manuals. £150 ono. Please phone (0706) 78590 and ask for Mark.

■ ZX81 in quite good condition with several games to sell. £20 ono. Please phone 041-776 7150 and ask for Andrew.

■ 48K Spectrum housed in 68FX2 keyboard with soundboost, extension cable, programmable interface and joystick, plus over £350 worth of software. Only £250 the lot. Write to Henry Graham, 75 Herriot Avenue, Kilbirnie, Ayrshire, Scotland.

■ Swop Mirage microdriver and Dk'Tronics programmable interface and Kempston joystick and *TT Racer*, *Jack The Nipper* and *Starstrike II* for an AMX mouse or Echo keyboard and amplifier, or above and Interface 1 and microdrive for an Opus Discovery 1. Please write to Christopher Wilkins, 25 Orchard Park, Laugharne, Dyfed SA33 4TH.

■ Kempston type joystick interface, made by Datel Electronics, hardly used. Bargain at £5. Please phone (0274) 565734 after 4pm and ask for David.

■ 48K Speccy, Fuller FDS keyboard, Wafadrive, Interface 2, Cheetah Rat, tape recorder, manuals, £100 worth of software, including *Art Studio*, *White Lightning*, adventures and all *Your Spectrums* and *Your Sinclairs*. Offers? Write to Damien Murphy, Shana Croft, Glenbrook Park, Delgany, Co Wicklow, Ireland.

■ 48K Spectrum, Multiface 1, Wafadrive and wafers, two joystick interfaces, data recorder, Currah Speech and 92 games. £120 ono. Phone Dave on 01-440 1682 after 7pm weekdays.

■ For quick sale: Spectrum 48K+, Sanyo data recorder, Interface 2, Quickshot II joystick, Spectrum rubber keyboard, manual, boxed with lots of top games. Will accept a reasonable price or will split. Please phone Daud on 01-577 3374.

■ For sale: Microdrive, Interface 1, Currah MicroSpeech, Dk'Tronics three channel synthesiser. Total cost £151. All boxed and in perfect condition. Just £80. Will split. Please phone 01-853 4817.

■ Challenge Sprint for sale. Hardly used. Still boxed with instructions. Cost £70 new, any reasonable offer considered. *YS* MegaBasic and others thrown in. Phone (0783) 657807 and ask for Maxwell.

■ Opus Discovery for sale. With 12 new games on disk, all as new condition. £85 or may split. Phone Steve on (0460) 73723 or may part exchange for a Disciple/Saga disc interface.

■ Spectrum 128K tape recorder, switchable joystick interface, joystick and £200 worth of software. Total £410. To you — £200. Phone 01-394 2940 and ask for Alex.

■ 48K Spectrum vgc. Includes cassette recorder, joystick and interface and comes with 52 games. Worth £500 — will sell for £150 ono. Phone Jersey (Channel Islands) 24482 and ask for Glenn.

■ Spectrum 128K and 48K. Currah Speech, printer, joystick with interface. Tons of games. All for only £155 ono. Write to Lisa Walters, 109 Dock Road, Grays, Essex RM17 6EY.

■ Interface 1, microdrive, software, books and help sheets £60. Wafadrive, software, blank wafers £60. ZX printer and paper £25. Phone 01-291 3108 or 01-291 7914 between 7 and 9pm.

■ Spectrum 48K, Ram Turbo interface, ten original programs. Best offer over £65 secures. Phone 061-790 6083 and ask for Mark.

■ Speccy+, Sinclair pocket TV, programmable joystick interface, datacorder, software including *GAC*, *Swords And Sorcery*. All this for just £110, printer included. Phone Tom on (0947) 601341 after 6pm.

■ Pacer disk interface plus 40-track SS/DD drive, 5¼ inch. Will connect to the Spectrum 48K+. £100 ono. Phone Mark on 01-902 6393 after 8pm.

SOFTWARE

■ Many games to swop including *Rambo*, *Zoids*, *Tomahawk*, *Gunfright*, *V*, *Icon Graphics*, *WOTT*, *Spitfire 40*. Interested in *GAC*, *Arnhem*, *Green Beret*, *Gyroscope*. Your list for mine. J Bartlett, 55 Insley Gardens, Hucclecote, Gloucester, Glos GL3l 3AU.

■ Will swop *Elite*, *Starion*, *TLL*, *Mugsy*, *Battlezone* for *ACE*, *Infiltrator* and *Codename Mat*. Phone (0742) 305167 after 5pm and ask for Nigel.

■ Lots of games to swop. I guarantee a reply to all letters. Send your list for mine. Write to Thorvald Gunnarsson, Hverfisgata 49, 101 Reykjavik, Iceland.

■ Swop *Rambo* for September and November issues of *Your Sinclair* plus any 1986 arcade budget game. Phone Brighton 561574 between 8 and 9pm on weekdays.

■ Will swop *Knight Tyme*, *Spellbound*, *Caves* and *Molecule Man* for *The Boggit*, *Subsunk* and *Sabre Wulf*. If you are interested, please write to Lee Widdows, 4 Friars Avenue, Shenfield, Brentwood, Essex.

■ I swill swop *Spy Vs Spy*, *JSW II*, *Great Space Race*, *Technician Ted*, *Backpackers*, *Maziacs*, *Jet Pac*, *Booty*, *Splat*, *Sheer Panic*, *Molar Maul*, *Rambo*, *Skull*, *Alchemist* and *Planetoids* for almost anything that loads. Phone Kilmarnock (0563) 30409 and ask for John.

■ Over 300 titles to swop, including *Tantalus*, *Spindizzy*, *Trivial Pursuit*. Send your list for mine. All letters answered. Write to Jim Marnie, 49 Pitkerro Drive, Linlathen, Dundee, Scotland DD4 8AT.

■ Dallas, Texas Speccy freak will swop games, including *Way Of The Tiger*, *Starquake*, *Gladiator* and *Robin Of Sherwood*. Send your list to Robert Perkinson, 1910 North Carroll Avenue, Dallas, Texas 75204, USA.

■ I would like to swop games with anyone in Europe. I have over 300 titles. Please send your list to Robert Wilson, 71 Chesterfield Road, North Wingfield, Chesterfield, Derbyshire S42 5LF.

■ Swop owt for owt! Write to Paul Jones, 5 Kensington Terrace, Leeds LS6 1BE.

■ Will swop any two of *V*, *Jack The Nipper*, *Doomdark's Revenge*, *Fairlight*, *Shadow Of The Unicorn* for *Cyrus II Chess* or *Jewels Of Darkness*. Write to P Ogden, 47 Barden Avenue, Buttershaw, Bradford BD6 3LB.

■ Will swop *GAC*, *Flight Simulation*, *Micro Chip*, *VU 3D* for *Underwurlde* and any other software, or part exchange for ZX and microdrive or a Currah Speech. Please write to S Oxtoby, 58 Coedcae Road, Abertridwr, Caerphilly, Mid Glamorgan CF8 2EH.

■ I will swop my *Arcade Hall Of Fame* (five games) for your *Pole Position*, *Pacman*, *Sir Fred* and *Empire Fights Back*. I also have Mastertronic games to swop. Write to James Bennett, 66 Baldinnie Road, Easterhouse, Glasgow G34 9EW.

■ Loads of games to swop including *Rock 'n' Wrestle* and *Combat Lynx*. Send your list for mine. Write to Nathan Jones, 17 Hillsnook Road, Ely, Cardiff, South Wales CF5 5DD.

■ Will swop my *Nightmare Rally* for your *Hacker*. Also my *Finders Keepers*, *Ghostbusters* and *Vegas Jackpot* for your *Spy Vs Spy*. Please write to Rory Dow, Rua-Rewa, Uckington Brake, Elmstone, Hardwicke, Cheltenham, Glos GL51 9TH.

■ Swop 60 titles including *Enigma Force*, *Ping Pong*, *Cauldron*, *Psytron*, *Max Headroom*, *Panzadrome*, *Bruno's Boxing*, *Wriggler*, *V*, *Gremlins*, *Zoids*, *Astro Clone*, *Fourth Protocol*, *Exploding Fist* and *Starion*. Please phone Kidderminster 60132 and ask for Elliot.

■ Lots and lots of software to swop. Send your list for mine. Also some 128K software to swop. Please write to Joe Bakewell, 21 Newbarns Road, Barrow In Furness, Cumbria LA13 9SF.

■ I have *Ghosts 'n' Goblins*, *Jack The Nipper*, *Bobby Bearing*, *Lightforce*, *Dan Dare*, *Trap Door*, *Dynamite Dan II*, *Paperboy*, *Heartland*, *Dragon's Lair*, *Glider Rider*, seven flight simulations and eleven 3D games. Please phone (0942) 812485 and ask for Jonathan.

■ I would like any of *Valkyrie 17*, *Sherlock*, *Price Of Magick* or *Emerald Isle* for *Adventure Quest*, *Gift From The Gods*, *Legend Of The Amazon Women* and *Monty On The Run*. First offer receives *Critical Mass* free! Toby Blake, 25 Holm Park, Inverness, Scotland 1V2 4XT.

■ Will swop my *Pyracurse* and *Starstrike II* for *Graphic Adventure Creator* with instructions. Write to D Chapple, 28 Percy Street, Hartlepool, Cleveland TS26 OHS.

■ Swop *Way Of The Tiger* and *Pyracurse* and *Bounder* or one for one. Write to Mark Birdsey, 7 Alderwood Close, Darlington, Co Durham DL1 3HX.

■ Swop *Now Games 2* and *Match Day* for *Now Games 1* or *Mega Hits 1*. Swop *Daley's Decathlon* and *Match Point* and *Frank Bruno's Boxing* for *Way Of The Tiger*. Write to Andrew Elliott, 59A Ampthill Road, Maulden, Bedfordshire MK45 2DH.

■ Swop *V*, *Enigma Force*, *Starstrike II*, *Core*, *Starquake*, *Nightshade*, *Critical Mass*, *Gunfright* and many more. Send a list to Stuart Steele, 9 Denham Crescent, Mitcham, Surrey CR4 4LZ.

■ Lots of games to swop. Send your list for mine. All letters answered. Write to Gary Mulvihill, 46 Calderwood Road, Donnybrook, Douglas, Cork, Eire.

■ Will swop *Kane*, *Jasper*, *Formula One* and *Kentilla* for *Turbo Esprit*, *Pole Position*, *Bomb Jack*. Send your list for mine. Paul Connor, 3 Kinloch Way, Ormskirk, Lancs L39 3LT.

■ Will swop *Swords And Sorcery*, *Shadowfire*, *Commando*, *Rambo* for *Avalon*, *Dragontorc Of Avalon*, *Mountains Of Ket*, *Temple Of Vran*, *Twin Kingdom Valley*. Please write to Andrew Hill, 44 William Street, Prebbleton, Canterbury, New Zealand.

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YS 15

WANTED

■ Third World multi racial private school requires ZX Spectrum computers and monitors. Children are of primary age. Gifts would be greatly appreciated. Please write to The Headmaster, Phoenix School, PO Box 30376 Chichiri, Blantyre 3, Malawi.

■ Wanted — *Bruce Lee* and *Stop The Express*. Make me an offer. Write to Jonathan Cole, 13 Laski Court, Dalton Close, Crawley, W Sussex RH11 9JN.

■ Wanted — Opus Discovery disk drive plus disks. Will pay cash. Please write to Nicholas Dunwell, 7 Moor Close, Moorsholm, Saltburn, Cleveland TS12 3JS.

■ Wanted: complete AMX Mouse, reward: *Psi Chess, Movie, Winter Games, Boggit, Screenplay, Southern Belle, Spy Vs Spy, Spiderman, Wham! Barry McGuigan, Gremlins* and *Hacker*, or a choice of others. Please write to Helen, 29 Greenacres, Kirkby in Ashfield, Notts NG17 7GE.

■ Wanted — *American Football* and *Colossus Chess 4*. Will swop for *Psi Chess, Elite, Arnhem, Match Day* or others. Write to Glenn Havenhand, 81 All Saints Way, Aston, Sheffield S31 OFD.

■ Wanted — any new releases, eg *Lightforce, Jack The Nipper* for *JSW II, Jasper, Cauldron, Cyberun, Knight Tyme, Highway Encounter, Fighter Pilot* (maybe two for one). Write to Miles Tighe, 2 Avon Villas, Netheravon, Nr Salisbury, Wilts.

■ Wanted — SpecDrum. Will swop for *White Lightning, Universal Hero, Lightforce, Gyron Moon Alert, Theatre Europe, Chess*. Write to Simon Miller, 105 Abbey Cottages, Willenhall Lane, Coventry CV3 2EN.

■ Wanted — Alphacom or ZX printer. Will buy or swop for *Quill, Biggles, Impossible Mission, Gyroscope, Fist, Spellbound, Fairlight*. Write to Garry Grierson, 13 Gallacher Place, Lumphinnans, Fife KY4 9HP.

■ Wanted — printer and interface for 48K Spectrum+. Will swop all of *Willow Pattern, Raid Over Moscow, Hunchback II, Thunderbirds, Sabrewulf, Bored Of The Rings, Rats, Spellbound, Cylu, Nonterraqueous, One Man And His Droid, Daley's Decathlon, Tau-Ceti, Twister*. Phone 021-472 4539 and ask for Ron after 6pm.

■ Wanted — multiface for Specmate capable of copying to Opus Disk. Will pay £35 or swop for normal Specmate and £20. Please phone David on (0874) 711552.

■ Wanted — SpecDrum from Cheetah. Swop for *FGTH, Starquake, Cyberun, Roller Coaster, Gerry The Germ* and *Big Cave Aventure*. Write to Steve Flynn, 42 Short Street, Ludgershall, Andover, Hants SP11 9NJ.

■ Wanted — ZX or Alphacom 32 printer. Will swop for software. Write to John Mackenzie, 19 Vatisker, Back, Isle of Lewis, Scotland PA86 OJS.

■ Wanted — disk drive for 48K Spectrum with interface if needed. Also disks. Phone 061-1843 and ask for Fred.

■ Wanted — Alphacom 32 printer and paper. Will swop for *They Sold A Million, Beach Head II, Daley's Supertest, Arcade Hall Of Fame, Supersleuth, Monty On The Run* and £10. Write to David Withers, 4 Hollow Park, Ayr, Scotland KA7 4SR.

■ Send your POKEs to Dave Gorham and get a free gift. 52 Hamilton Road, Kings Langley, Herts.

■ Wanted — Trojan light pen, fully boxed and with instructions. Will swop for any two of *Great Escape, Combat Lynx, Chuckie Egg II, Softaid*. Phone 061-766 3765 and ask for Kaz after 4pm weekdays.

■ Wanted — Currah MicroSpeech or light pen. Will swop *Art Studio, Shadowfire, Zeus*. Write to Nitish Verma, 73 Chamiers Raod, Madras 600028, India.

■ Wanted — *Gauntlet, Miami Vice, Young Ones, Hardball, WAR, Leader Board*. Write to David Watson, 2 Myrtle Close, Hillingdon, Middlesex UB8 3QB.

■ Wanted — *Psion Flight Simulator*, any artist program or any strategy/simulation program. Will swop for *Turbo Esprit* or *One Man And His Droid*. Please phone (0342) 27375 after 6pm.

■ I want *GAC* — I'll swop 16 games for it — *Jack The Nipper, Now Games, Redhawk, Kong, Panic, Danger Mouse In Double Trouble, Jumping Jack, Jasons Gem, Galaxy Attack, Beyond Basic* and monitor/disassembler. All originals with boxes, inlay cards and instructions. Please write to P Waugh, 40 Emily Smith House, Riley Square, Bell Green, Coventry CV2 1NA.

■ Wanted — Spectrum 48K or + in good working order. Offering £45 ono. Also want Interface 1. Will give £18 ono. Phone (0935) 74402 and ask for Barry after 4pm.

■ Wanted urgently — Currah Speech with software and instructions. Will swop for any two of *Nipper, Paperboy, Transformers, Saboteur, V, Impossible Mission*. Write to Chris Hill, 339 Green Lane, Bolton, Lancs BL3 2LU.

■ Wanted — VTX 5000 in vgc. Will swop Interface 2 and some games. Also Serial 8056 printer for sale — £60 or swop for an Interface 1 and microdrive. Phone (0493) 667875 and ask for Martin.

■ Wanted — *Desert Fox* or *V* or *Return Of The Jedi*. Phone (0602) 235925 and ask for Richard.

■ Wanted — *Paperboy* or *Fist II* or a joystick and interface. Will swop for *Pool, Mrs Mopp, Ometron, Space Walk, Games 5* and *Whodunnit/Alcatraz Harry*. Write to John Galvin, 17 Beechlawn, Clonard, Wexford, Eire.

■ Wanted urgently — *Ghosts 'n' Goblins*. Will swop for both *Fist* and *Kong* or phone me and choose two others. Phone (0793) 726751 and ask for Scott.

■ Wanted — compilations, recent Elite releases, *Grand National*. I've got *Winter Games, Skyfox, Match Day, Quazatron, Beach Head II, Fighting Warrior, Everyone's A Wally, Wriggler, Hypersports, Nightshade, Korth Trilogy*, plus more. Phone Paul on (0786) 841704.

■ Wanted — ZX80 in good condition complete with manuals and power supply. Also Centronics interface for Spectrum. Phone Nigel on 021-351 7979.

■ Wanted — *Commando*. Will swop for *Stop The Express* plus *Night Gunner* or *Night Gunner* plus *Helichopper*. Phone (0463) 76291 and ask for Damian.

■ Wanted — Saga Lo Profile keyboard or unused conversion kit to Spectrum+. Also *Spitfire 40* and *Dambusters*. Offers to R Shaw, 21 Norman Close, Kemsing, Sevenoaks, Kent TN15 6SF.

■ Wanted — any drawing mouse. Will swop for *Hypersports, Wheelie, Hellfire, Back To Skool, Helichopper, Magic Carpet, Rambo, Spike, Chess, Survival, Tank Trax, Wizard's Lair* (maybe more). Phone 041-881 3977 and ask for Robert.

■ *Shadow Of The Unicorn* wanted. Swop for Currah Microspeech. Write to Andy Billany, 140A Boroughbridge Road, Acomb, York YO2 6AL.

■ Wanted — decent printer and interface for Spectrum+. I have quality electric guitar and/or 100 watt amplifier to swop if required. Cash adjustment either way. Please phone (0254) 392220.

■ Wanted — Wafadrive. Blank wafers wanted, any size. Must be sound. Pay £1-£2. Write to John Ellis, 19 Wentworth Place, Scholes, Rotherham S61 2QX.

■ Wanted — Kempston Trio or Pro interface. Will swop for a Ram Turbo interface, Quickshot 1 and *Superbowl* and *V*. Write to Stuart Steele, 9 Denham Crescent, Mitcham, Surrey CR4 4LZ.

■ Wanted — *Elite*. Will swop for *The Quill, Illustrator* or *Skool Daze, Starion, Exploding Fist, Spellbound* or send your list for mine. Write to R Stevens, Sumachs, Westfield Road, Saundersfoot, Dyfed SA69 9JW.

MESSAGES, CLUBS & EVENTS

■ Merton Greasey — go wash your hair! Hello to Ian Henry, a megagame player from Wooley. Oh yes, hi to all in 3S1 from Dave. PS Moonie has fame!

■ Hi there Joe, Ian, Becket and the rest of 2HS. Vicky Sergeant — I love you! Simon Tilley is an onion and this is Nick Wrigleys (Jungle) speaking.

■ Solution to *Seabase Delta* available — only 50p. Send PO and an sae to David Edwards, 53 Laurel Close, Taunton, Somerset TA1 2QH.

■ How do. Any fans of Allan Beswick should write to me on an Amiga. Write to Alan Singfield, 81 Croxteth Drive, Rainford, St Helens, Merseyside WA11 8LA.

■ Eprom! New fanzine out now! 60p only. Great art, cartoons, reviews, views, news. Send for one now to Tony Worrall, 328 The Maltings, Penwortham, Preston, Lancs PR1 9FD.

■ Subscribe to the latest magazine! Software, hardware, special offers and hardware market. Send 40p and your address to Spectscene, 4 Fox Covert Drive, Roade, Northampton NN7 2LL.

■ Mega PBM! Magician's Gambit. Spells, potions, relics, gods, quests, demons and much, much more! Send an sae to Magician's Gambit, Railway Cottage, Pennance Road, Lanner, Redruth, Cornwall TR16 5TF.

■ Thanks to all who replied to my wanted ad in the December issue. Too many personal replies. Please note that the swop has been done. C Smith, Denny.

■ Please could someone send me tips or POKEs for *Finders Keepers, Bruce Lee* or *Knight Lore*. Please send them to Andrew Coe, 35 Heathway, Shirley, Croydon, Surrey CRO 8PZ.

■ Maps for sale. For full list send on sae to V Hallam, 27 Mansfield Road, Eastwood, Nottingham. The maps are 30p each.

■ Message to ECA. Row Worm and you other freaks out there: PSoftCo Rules Okay! Courtesy PieSoft Inc.

■ Maddox is a wally 'cos he's got a Plus 4. So there! David Skirrow.

■ Software exchange club. Free membership. Exchange your unwanted originals cheaply. Send an sae for details and free membership to On-Spec Software Exchange Club, 23 Florence Road, West Bridgford, Nottingham NG2 5HR.

■ Why not join our brand new club. Hints, tips and POKEs, compos and lots more! Write to Stuart Elliot, Denmar, Fraddon, St Columb, Cornwall.

■ Want to be a member of a growing company? Well, just send an sae and enclose a cheque for £2 and you will receive a blank cassette, a membership card and a newsletter every two months for a year. D Gosling, 8 Manby Close, Hoghton, Preston, Lancs PR5 OEL.

■ Needed! Phone numbers for Modem — eg Bulletin Boards etc. Phone Bridgwater 455623 and ask for Rat.

■ 27 full pages of games hints for £2.50. Over 150 games covered. Over 600 POKEs sent to your door. Write to Grant Edwards, 19 The Maltings, Kings Langley, Herts WD4 8QL now!

■ Anyone interested in joining a football league game by mail? If so, please write to Richard Barber, 66 Lingfield Drive, Moortown, Leeds LS17 7HD. Enclose an sae for details.

■ If the odds are against you call the Equalizer. Send an sae for more details to Ali, 39 Bennett Road, Crumpsall, Manchester M8 6EB.

■ I'm moving, so all my computing mags must go. Phone (0223) 247808 after 6.30pm for prices and what titles I have.

■ Hiya Chris! Happy birthday to you, happy birthday to you, happy birthday to Chrissy, happy birthday to you! Hope you have a wonderful birthday. Lots of love from Mandy.

■ Urgently wanted — *Cookie, Trans Am, Atic Atac, Blind Alley, Chuckie Egg*. If you can help please write to Stephen Watt, 8 Saughton Main Street, Edinburgh, Scotland EH11 3HH.

■ Wanted — knowledgeable games player to review computer games for club publication. Send £1 (to cover costs) for details to Chic Computer Club, PO Box 121, Gerrards Cross SL9 9JP.

■ Wanted — person to work on nuclear fissionable (*Very trendy! Ed*), issotope molecular counters and three phase cyclotronic uranium photosynthesisers. No experience necessary. 18+ ladies watch for future correspondence. Mr Wahay (*Sam Fox?* Ed).

■ POKEs, maps, hints and solutions. Send an sae for our huge list to Brian Jones, 54 Bedford Avenue East, Ellesmere Port, South Wirral L65 6TS.

■ You want it? I'll get it! I enjoy swopping anything! Phone Jonathan on (0942) 812485.

■ Hello! Anybody out there? I want contact with anyone still using the ZX80/81. I have loads of programs. Write or sent a tape to E Jensen, PO Box 1192, S.251 11 Helsingborg, Sweden.

PEN PALS

Don't forget! Send in your photo with your Penpal message. We'll print both, and you're sure to be successful!

■ Male Speccy owner (26) into programming, music and films wishes to write to all females 16+ to swop ideas with. Please send a photo. All letters answered. Write to Steve Nielsen, c/o 22 Bryony Close, Old Catton, Norwich, Norfolk NR6 6JD.

■ 17 year old girl seeks male or female penpal aged 16-19. I am interested in sports, music. Write to A Corcoran, 37 Garry Drive, Foxbar, Paisley, Scotland PA2 9BX.

■ I'm 16 and male. If you're into RPG's, music or computers and female, drop me a line. If you're not, write anyway 'cos I'll answer all letters. David McCaffrey, 15 Central Avenue, Speke, Liverpool L24 3XG.

■ I'm a 13 year old boy and I have over 200 games: *Green Beret, Great Escape, Boulder Dash III*, which I want to swop with anyone. Please write to Harri Vesternin, Kaustantie 30, 15560 Nastola, Finland.

■ Wanted — any female Speccy owners, aged 13-14. Save up for a pen and paper and write to L Forster, 86 Stonecross Road, Hatfield, Herts. All letters are guaranteed a reply.

■ Dutch mini-Rambo, 19 years old, would like a Lisa Bonet look alike penpal. Anywhere in the world. I like tennis, movies and fun. Please write to John Boere, Ramsesdreef 215, 3564 CL Utrecht, The Netherlands.

■ Looking for a 13 year old male or female to swop POKEs etc. You don't need to send a photo. All letters answered. I like adventure and arcade games. 48K penpals only please. Please write to Mark Mackenzie, Raleigh House, RHS, Ipswich, Suffolk IP9 2RX.

■ A mad Finn from Sweden seeks an English penpal. He has an axe (*The Mad Axeman, eh? Ed*), a Spectrum 48K and 200 games including the latest chart toppers. Interested? Then write to Mika Kovalainen, Majorsvagen 8, 81400 Skutskar, Sweden.

■ Wanted — a female penpal interested in swopping ZX Spectrum games. I have over 200 games including *Ballblazer, Green Beret, V, Bomb Jack* and *Movie*. Write to Abbas Ali Mehdi, 24 Khayaban-E-Tanzeem, Phase V, Karachi 46 DHS, Pakistan.

■ Please help us. We are a Polish Spectrum club and we would like back issues of *Your Spectrum, Crash* etc. In exchange we can offer music records or stamps. All letters answered. Please write to J Wechet, Skr. Poczt 338, 90950 Lodz, Poland. Thanks in advance.

■ I am a 16 year old Speccy owner who would like a 16 to 17 year old female in England with computer interests. Please write to Mark Redford, 7 High Mead, Luton, Beds.

■ Elderly Swedish guy (over 30) into Sinclair and other computers wishes to write to female penpals to exchange views. Write to Eric Jensen, PO Box 1192, S.251 11 Helsingborg, Sweden.

■ Penpals wanted from all over the world. I am 14, fond of machine code and Basic as well as playing the latest adventure and arcade games. Please write to Kobi Gal, PO Box 7209, 52171 Ramat Gan, Israel.

■ Gentle giant (*not jolly and green, then? Ed*), 15 years old, wants a feminine girl to write to, similar age. I hate pop music and the like, but I love Formula 1, my Speccy and reading. I'll swop photos. Please write to Ben Salfield, Tresawsen Cottage, Callestick, Truro, Cornwall.

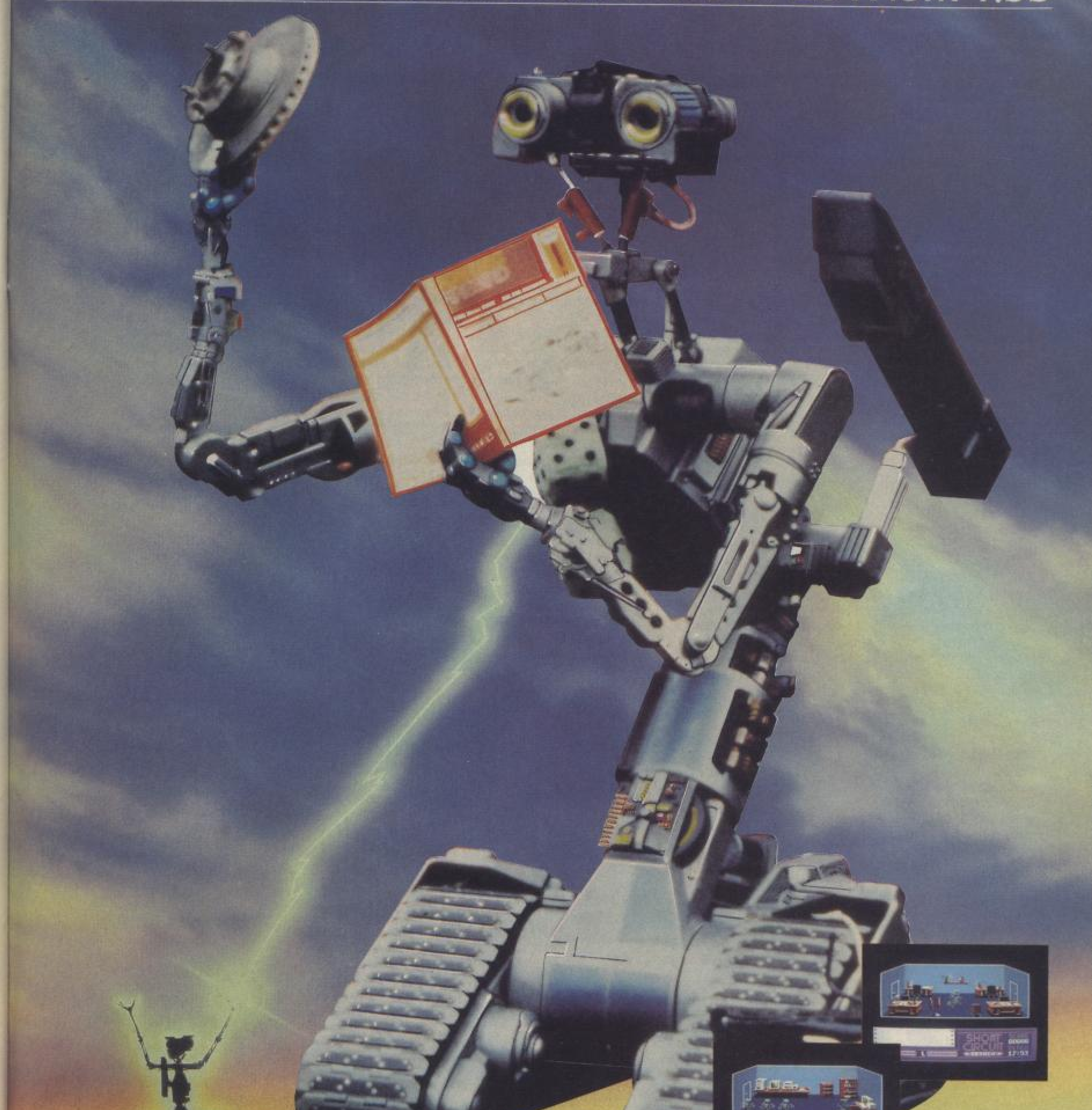
■ We are two Swedish male Spectrum 128 owners. We are 18 and 20 years old and we would like to swop games, POKEs, maps and hints with both male and female Speccy fans. Please send a photo if possible. All letters will be answered. Kim Ljungberg (18), Egnahemsvagen 25, 290 34 Fjalkinge, Sweden and Ronny Nordqvist (20) Asumsvagen 24, 291 62 Kristianstad, Sweden. PS letters that include a list of all your games will be answered first!

■ 14 year old male Speccy owner seeks female penpal of similar age. Photo appreciated. Hobbies include computers, pop music and fishing. Write to Anthony Croasdale, 51 St Mary's Gardens, Mellor, Nr Blackburn, Lancs.

■ Do you own a microdrive? Want to swop some games? Write to Ian Lowndes, 81 New Road, Uttoxeter, Staffs. PS Hi Ian, how's Speccy and Hoplus?

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T'zers

I thought I could handle it... (wipe that grin off your face)... So, I was addicted... I knew what I was doing... I could cope. It's something everyone has to face... Until it all went hopelessly wrong... I was breaking up (tha' engines canna take it Cap'n) under the pressure... I was like a big halibut in a small pond... (everything I did was just for the halibut...) I couldn't breath... (gag! choke! splutter!) Nothing seemed to fit anymore, not even the vinyl leggings or the vulcanised rubber pyjamas. (Sob!) Until the inevitable happened. Yes, there just wasn't room for the both of us — **Frontlines** and me. Something had to go... this time it was me — to the back page. Free to spread my butter wings and fly... buzz... buzz... buzz... clunk! Cor it's windy up here. How the hell did I get up here on the roof of Castle Rathbone? I must have (gasp) flown up here! Well, blow me down. Oops — it has... Whoooooerrrrrrr, whistle, gust, gust! A huge gust of wind has just swept me off my feet (sigh — if only it was tall, dark and handsome) and hurled me off the side of the building.

Haylp! Haylp... ahem... HAYLP!!! Hmm, no-one seems to be leaping to my rescue. Still, nice view, innit? When you're hurtling down towards solid concrete s'funny how your life flashes before you in a millisecond. Whoosh! You remember all those nawty things you've done, like... spreading yourself with peanut butter... or ... forgetting to credit Graham White for his **Aliens** pic in the Feb iss. (Thanks Graz!)

Worris Phil 'man mountain' South doing leaning out of the window with a phone? "Hey, Teez, stop hanging about out there. It's for yoo-hoo! Tizzy from US Gold on the line." Oh you mean Richard Tisdall. Hi Tizzy, is there owt doing? "There sure is. We've just released a **Gauntlet** add-on called the **Deeper Dungeons** and it's got 512 extra rooms. You'll need the original to run it but it's still great value at £4.99. And we've managed to tie up the licence for the coin-op **Indiana Jones And The Temple Of Doom**... "Oooh I jest lurve little old Harrison Leyland... "What's more, look out for **Road Runner**. I'm off now, hope I wasn't interrupting anything... Beep Beep." Oh no, not at all. Eek!

Splat! Ugh, those darn pigeons get everywhere. Ooh look, this one's got a little message in his hip flask. Let's see... rhubarb... blah... **Classic Muncher**... What? Oh it's Bubblebus' new budgie, sorry budget title that goes cheep. Its first release is **Fifth Quadrant** — a triffic space game. You play the part of the four robots who're running a spaceship that's exploring the Hercules cluster (I prefer a brazil nut one, myself).

Fancy that! I've just been overtaken by a ham'n'piccalilli sandwich. Probably one of Phil's. Taking of cauliflower, which we weren't, Cement Chambers of CRL tells me that **Oink** the comic game certainly won't be a pigs ear. It's based on the IPC comic of the same name and should be trottering onto your Speccy next month. Squeak piggy squeak! CRL's also bring out **Traxxion**, a sort of tank on rails shoot 'em up (eh?) and **Frankenstein**, the follow-up to **Dracula**. Something to get your teeth into maybe. And now for some-thing completely different — **3D Game Maker** really will be out in April. Ha, you don't fool us! April my tootsie.

Well, stone the crows — there are enough of them — there's a funny little bit sticking out of the wall. A Gargoyle spitting out information. "Hello, my name's Gregory and I can tell you what Gargoyle's up to. It's releasing a sequel to **Heavy On The Magik** that includes two modules — **The Trials Of Therion** and **The Tombs Of Taro**."

Haylp... haylp... the ground's racing up to meet me — and I think it's winning. I can't believe it — there's a flag pole... maybe I can grab hold of it... stre-t-c-c-ch. (Slap! Bungngngngnnng!) Got yer. Phew! Hey, this flag's got some writing on it. Where's me glasses? "Hi, guessed you'd be dropping in so I thought you'd like to know Piranha is doing a game that'll make **Trap Door** look like something out of the Stone Age so keep your nose to the ground. Sniff." Some rotter's leaning out of the window sawing the flag pole... 'Ere you, worra you doing? "Oh, nothing. Just sawing my way into a new job... heh heh heh..." "Eek! It's philthy Phil the philistine. Crack... Oh no, I've had it!

I feel like I'm sailing — and whilst we're feeling nautical let me tell you about Activision's new game, **Sailing**. You've got to design and build your own boat to take part in the America's Cup Race — you'll be needing your lifejacket! I wish I had one.

Waauuughhh! Time's running out, soon (sniff) I'll be no more. Games flash across my mind... **Time Flight** (how apt!) from Alpha-Omega is in the air. It's also releasing **Cyrox**, a platform arcade game, **Tomb Of Syrinx** — a platform adventure and **Oddball**. If you fancy playing a happy little bird who turns into a raving radioactive beast, there's **SQIJ**, or if being a fly on the wall is more your scene there's **SWAT**. Why are all these games about flying? Could it be a premonition? Could it be they read my mind? Dunno, really.

Haylp... Haylp... the ground is getting nearer. Hey, wow it's Superman. "Hi T'zer. Before I save the world from impending doom I've time to tell you that Hewson is working on a big new game codenamed Project X. But that's all I can tell you. Great Scott! Wonder Woman's in trouble — this is a job for Superman... heh... heh... heh..." Zoooom! Wait! What about me? I'm about to hit the deck. I never liked Superman anyway, I always preferred **Star Trek**. But where is it? Beyond only has this to say... "Bleep bleep bleep, Kirk to Enterprise. Beyond's games are of such high quality that they can afford to be few and far between." As Spock would say, "Fascinating!"

Sparklers has gone overboard (throw 'em a polo!) on its titles. Namely ... **Little Alien, Smudge And The Moonies** (no, not the Unification Church, silly) and **Super Shuffle**. Well, I'm really picking up speed now — cascading down you could say. And I will 'cos it brings me neatly to Code Master's new cascade of games. **Brainache** is a brand spanking new sports game, with super scrolling graphics. **Transmuter** puts you at the helm of a Total Aggression Fighting Machine (so macho!) and if that's not good enough for you what about **Super Robin Hood**? Not forgetting, of course, **Ghost Hunters** (who ya gonna call?) and **Chess Simulator**.

Oooh, did you hear about the Sidney Affair? Shocking it was, absolutely shocking. He was in this lift with Sheila from accounts and... ah sorry it's the **Sydney Affair** — the follow-up to **Vera Cruz** from Infrogrames. It'll be out at the end of this month.

"Oi T'zer." Heh — it's the Man Ed (okay man) down below. P'raps he's going to save me — I could use him as a cushion to land on. "I hope you haven't forgotten that Mastertronic has heaps of games out soon." What did he say? Sorry, can't hear you over this wind. Whhhoooooaarrrrrr! Gust...gust..., "New games... you know **Koloyashi, Sherwood, Rasterscan** (peelhead ras mon), **Ten Pin, Invasion** and **How To Be A Hero.**" Not something you know much about, eh Man Ed. "Oh, and just before I get out of the way, Gremlin is bringing out a follow-up to **Thing On A Spring**. Stop playing about up there!" Playing about! (noises of indignation) Humph! Sassen frassen rassen grassen brassen... Now where was I? Arrrrrrrrrggggggghhhhhhhh!

Funny how I always remember right at the end.

(Will T'zer survive her horrific plunge to certain doom? Will she hit the Man Ed on his finely polished bonce. Will Phil get the comfy chair and T'zer's paycheque? Who gives a monkey's!

Teresa Maughan



Illustration: Nick Davies


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